JANUARY

67

Polyhedron™

NEWSZINE

RPGA® NETWORK

©1991 TSR, Inc. All Rights Reserved.

Conventions

Jancon II, January 17-19
New Haven, CT
Sponsored by the RPGA™ Network club TimeWarpers, Jancon will be held at the Quality Inn at New Haven, CT. Events include Network tournaments, a benefit Battletech game, Diplomacy, Warhammer, Starfleet Battles, board games, and much more. A special feature of this year's convention is a role playing costume party. A miniatures painting contest also is planned. An expanded Dealers' Room will be open, and a movie room will be available. For more information send a SASE to: Jancon II, c/o TimeWarpers, P.O. Box 55552, Bridgeport, CT 06610, or call (203)371-4330.

Wright State University Game Fair, January 18-19 *Fairborn, OH*
Join us at Wright State University's main campus for a weekend of gaming, featuring introductory sessions of The Fifth Cycle by Shield Games, a parents' seminar on what role-playing games are all about, and several Network events. Registration discounts are available to Network members and to all gamers who attend both days. Players and game masters seeking more information should write: Scott Hala, Game Fair Director, WSU Adventurers' Guild, P.O. Box 31016, Dayton, OH 45431-0016.

CANCON 14, January 25-27
Canberra, Australia
This is Australia's largest game convention, featuring the Australian ancients titles, Diplomacy Worldcon, and 20 role-playing tournaments including several Network events and a Network paranoia benefit in memory of member John Patruno. Write or ring for an entry form: Wes Nicholson, GPO Box 1016, Canberra, ACT 2601 Australia, (06)254-9926.

Total Confusion VI
Marlborough, MA
Total Confusion VI will be held February 21-23 at the Best Western Royal Plaza Hotel, 181 Boston Post Rd., Marlborough, MA 01752. Events scheduled include AD&D® game, GURPS, Battletech, Space Hulk, Diplomacy, Champions, Call of Cthulhu, Car Wars, and Axis & Allies. RPGA Network events, a miniatures painting contest, and our annual costume competition are among the highlights. Preregistration is $8.50 per day or $22 for all three days. Registration at the door will be $10 a day. Special club rates are available. For information or a preregistration package, please call or write: The Total Confusion Convention, P.O. Box 1463, Worchester, MA 01607, (508)987-1530. For hotel reservations, call the hotel direct at (508)460-0700.

Opcon '92, March 21
Oak Park, IL
Opcon is a one-day event sponsored by the OPRF SF/F Club and held at the Oak Park River Forest High School in Oak Park, IL. Guests of honor include authors Phyllis Eisenstein, Robert Shea, and Richard Knaak. Activities include role playing game tournaments, a trivia contest, a live auction, videos, films, autograph signing, and a vendors' room. Registration: $2. Write to: Sandra Price, OPRF SF/F, Oak Park River Forest High School, 201 N. Scoville Ave., Oak Park, IL 60302.

ConnCon '92, March 27-28
Danbury, CT
You're invited! Please join us for role-playing games, war games, miniatures, seminars, a miniatures painting contest, an art show, dealers area, and awards banquet. RSVP ConnCon, P.O. Box 444, Sherman, CT 06784-0444.

MidSouth Con XI, March 27-29
Memphis, TN
Our site is the Airport Hilton in Memphis. Our schedule includes regular and benefit tournaments for the AD&D game, Champions, Cyberpunk, Call of Cthulhu, Star Wars, Robotech, Battletech, and six board games. There also will be a dealers room, masquerade, movie room, art show, panels, computer games, and guests Margaret Weiss and Beth Willinger. Registration fees are $20 until March 1st, $25 thereafter. For information write: Bonnie Kornrumpf, 660 McWhirter Ave., Memphis, TN 38127.

'Villecon, April 10-12
Maryville, MO
The Fellowship of the Tower Gaming Society is proud to announce the fourth annual 'Villecon held on the campus of Northwest Missouri State University in Maryville, MO. Guests include Skip Williams, Tim Beach, and Jay Tummelson. We expect to include at least one first-run RPGA Network tournament. Please come and join us! Send inquiries to: 'Villecon, 524 1/2 W. 8th St. Maryville, MO 64468. Please include a SASE.

Sydcon '92, April 17-20
Sydney, Australia
Sydcon is on again this Easter at Glebe High School in Sydney. We'll have lots of tournaments to choose from, featuring the AD&D game, Freeforms, and a Network Paranoia scenario. For an entry form write: Helen Wallach, GPO Box 4409, Sydney, NSW 2001, Australia.

May Fantasy Revel
Mundelein, IL
Sponsored by the CLC Gamers of Grayslake, IL, this convention will benefit the "Make A Wish" Foundation of Northern Illinois. May Fantasy Revel will feature a large vendor area, miniatures staging area, charity auction and raffle, doorprizes, seminars, a video viewing room, computer area, a large open gaming section, and more. Guests of honor are Tim Beach, Jay Tummelson, and Linda Bingle. Network tournaments planned include: AD&D game feature, benefit, Masters, and Grand Masters; Dark Conspiracy; MARVEL SUPER HEROES game; Paranoia; Shadowrun; Timemaster; Torg; Chill; and more. Preregistration until March 1 is $18 ($15 for Network members). After March 1 registration is $20. Cost for the benefit tournament is $5. For preregistration information, send a SASE to Janice Ours P.O. Box 850, Silver Lake, WI 53170, or call (414)889-8346. Judges needed. Apply to the above address.

About the Cover

The Cloaks of Mulmaster are no strangers to eldritch powers, as shown in this chilly scene by Ray VanTilburg.

Publisher
Jack Beuttell

Editor
Jean Rabe

Associate Editor
Skip Williams

Graphic Director
Paul Hanchette

Cartographer
Brian J. Blume

Production Staff
Angelika Lokotz
Tracey Zamagne
Tim Beach

Subscriptions
Charmaine Reynolds

©1992 TSR, Inc. All Rights Reserved.

Polyhedron™ NEWSZINE

Volume 12, Number 1
Issue #67, January, 1992

SPECIAL FEATURE

12 **Monsters – by Network Members**
The Newszine's create-a-monster contest brought forth these fine and foul beasties for the AD&D® game. Illustrated by James Holloway.

FEATURES

6 **The Living City – by Ben Bobbins**
The Sigil of the Silent Night watches over businesses in Ravens Bluff.

11 **Horseplay – by Rob Nicholls**
Need a horse fast? This handy generator will provide your cowboys with fine steeds for the BOOT HILL® game.

25 **Broken Photocopiers – by Bruce Nesmith**
Network members are treated to a sneak peek of the new edition of the GAMMA WORLD® game.

EDITORIAL

4 **Notes From HQ – by Jean Rabe**
Prizes abound at the 25th Anniversary of the GEN CON® Game Fair.

5 **Letters – from the members**

DEPARTMENTS

22 **Everwinking Eye – by Ed Greenwood**
A bevy of ambitious characters are ready to muscle their way into your campaign.

24 **Into The Dark – by James Lowder**
Fantasy films without dragons is this month's topic.

27 **The Living Galaxy – by Roger Moore**
In the conclusion of All That Glitters Sure Is Nice, our columnist offers more goodies for star-faring campaigns.

Notes From HQ

Game Fair 1992 And Remembering John

The insert in this issue contains the Network's planned schedule of events for the 1992 GEN CON® Game Fair.

If you're coming to the convention, fill it out.

Let's see lots of check marks next to events you're volunteering to run.

What's that? I hear some of you saying it's too early to volunteer for the Game Fair.

Orcwash!

Yes, it's early. This is the January issue of the Newszine and GEN CON Game Fair is many months away. But we have to start work on our judge schedule early. It's the only way we can run hundreds upon hundreds of sections of the AD&D® game, GAMMA WORLD® game, Paranoia, Star Wars, Space 1889, Call of Cthulhu, etc. etc. etc. We have to know *early* if we have enough judges to cover everything we want to run. This is the 25th Anniversary of the Game Fair—and this year it's combined with ORIGINS.

So if you are planning to attend the 1992 GEN CON Game Fair, *please fill out the enclosed Judge Appeal Form and mail it to Network HQ as soon as possible.* We require our judges to volunteer for a *minimum* of three time slots. Network judges who comply with the minimum do not have to pay the pre-registration fee to get into the convention. However, they must pay for their event tickets.

Members who sign up to judge events will be scheduled on a first-come, first-serve basis for tournaments at the Feature, Masters, Grand Masters, Paragon, and Benefit levels.

And, to give you an idea about the prizes tentatively planned for the events, look below.

Prizes! Prizes! Prizes!

Because this is the 25th Anniversary of GEN CON Game Fair, the Network is offering fantastic prizes. Here is what we have planned:

* *One year's worth of TSR, Inc. releases from August 1992 to August 1993* to the gamer who wins and has the high score from both his sessions of the Benefit and the Feature tournaments.

* *One year's worth of S.S.I. IBM computer games released from August, 1992 to August 1993* to the winner of the AD&D game Special Event (who also has the highest aggregate score from all three rounds).

* *Goodies Galore.* During the final round of the AD&D game Silver Salute, players will get real prizes when their characters defeat particularly nasty monsters, solve ponderous puzzles, or accomplish other feats.

* *25-month RPGA Network membership extensions* to winners of the AD&D Masters and Grand Masters.

* *25-month subscriptions to DRAGON® Magazine and DUNGEON® Adventures* to the winners of the AD&D game Paragon.

* *One-year subscriptions to AMAZING® Stories* to the winners of the GAMMA WORLD® tournament.

Fluffy For Everyone

This GEN CON Game Fair Fluffy celebrates her 10th birthday. We're certain everyone who plays in the Fluffy AD&D game tournament will have a dog-gone good time. So unleash your imaginations, collar a few friends, and sign up for this event—it could give you a new leash on life. The Fluffy AD&D game tournament is a benefit event with proceeds going to the Okada Hearing Ear Dog program of Fontana, WI.

Fluffy fever has spread beyond GEN CON Game Fair. Veteran author Tom Prusa is hard at work penning a Fluffy BOOT HILL® game tournament for a midwest convention. You'll never know where the furry white dog will end up next. Hmmm. . . . Maybe in the pages of the POLYHEDRON™ Newszine.

You'll hear more about Fluffy's birthday celebration as the year progresses.

Paranoia's John

The Network suffered a loss this past fall that was deeply felt by our Australian branch. John Patruno, Network supporter and tournament author, died in an automobile accident.

John, a university freshman, supplied RPGA™ Network Paranoia tournaments to several conventions a year in Australia. The Sydney native also had a Paranoia scenario run at this past GEN CON Game Fair—Aussie Complex, and had an article about Australian Secret Societies appear in the POLYHEDRON™ Newszine. He was writing another Paranoia tournament for January's CanCon—Australia's largest gaming convention. But he didn't get farther than a few notes.

I met John one year ago at the last CanCon in Canberra, Australia. He was tall, always smiling, and I had a hard time believing he was only 18 at the time. We spent some time talking about the Network, and he told me about all the tournaments and articles he had planned.

Wes Nicholson, the Network's Australian Branch manager, said, "John was always helpful. He was always there. I'd ring him and say I need a Paranoia module, and he'd say "fine." And he was always there to push the Network. He signed up heaps and heaps of people. He was starting a club and he wanted his friends to join the RPGA Network."

Wes said John was working on "Nightmare in ELM Sector," for the Network's Paranoia event at this CanCon. Wes said himself and another Network member or two would take John's notes and finish the tournament—and turn it into a benefit event in his honor. West End Games is donating a special prize for the event.

"This was a very, very sad thing to have happened," Wes said. "We'll miss him."

CanCon is not the only convention to sponsor a benefit tournament in the memory of a gamer. Evansville Indiana's Glathricon holds an AD&D game benefit for the American Cancer Society in honor of Joe Martin; Danbury Connecticut's ConnCon sponsors an AD&D game benefit for the American Heart Association in honor of Clinton Tate; and Quincy Illinois' Quincon holds a MARVEL SUPER HEROES benefit for the Hemophilia Society in memory of Brad Schuttler.

All of these people and events testify how precious friends are and how fragile life is. Take care of yourselves as we head into the New Year.

Jean ❑

Letters

Super Heroes And The West Coast

An Open Letter To The Network

For regular readers of POLYHEDRON™ Newszine and DRAGON® Magazine, I'm familiar for working on "With Great Power" and "The MARVEL-Phile." For the past few months, I've been busy behind the scenes on a number of projects (including the belated Contest of Vengeance—results are coming soon, I promise!). One of those projects is the plotting of future products for the MARVEL SUPER HEROES game line. Planning what products to produce months in advance is why we cannot adapt the most current storylines from the comics into our games—what comes out this month for the MARVEL SUPER HEROES game was written at least three months before, and we don't know what's going to happen in the comics anymore than you readers do.

In general, I can come up with many ideas for what *I think* you folks would like to see for the game. But I'd rather hear what *you* want to see for your super hero games. Write us at POLYHEDRON Newszine and tell us your thoughts on the MARVEL SUPER HEROES game line. 1992 is a year of big changes in the game, and we need to know your likes and dislikes to make MARVEL SUPER HEROES the best game possible. We'd like to hear your ideas and comments (positive and negative) on the following:

- What established Marvel characters are used most often in your games and why?
- Do you use Marvel characters as PCs or create your own heroes and why?
- Which game product formats do you prefer—64 page adventures vs. 32 page adventures; boxed sets vs. AD&D® game style sourcebooks, etc.?
- Is there a need for more adventures or more source material? Explain either of your responses please.
- What types of products do you want to see for the MARVEL SUPER HEROES game?
- In what ways can we improve the MARVEL SUPER HEROES line in general?

You can also comment on all of our existing products; let us know your favorites and which were the most worthwhile for your games. The MARVEL SUPER HEROES game has been an active one since 1986; we want to bring it into the '90s with lots of new excitement, and we want to hear from our consumers about what we can do to generate excitement for the game. Thanks for your time, and I hope to see your letters and comments soon. Make Mine Marvel!

Steven E. Schend
TSR, Inc. Games Editor

West Coast News

Greetings again from the West Coast Region. I'm writing this time to inform the membership of some upcoming changes and additions in my area.

First of all, I'd like to say how pleased I am with the way the POLYHEDRON Newszine is coming along . . . going monthly has definitely agreed with the Newszine. It's sudden expansion and diversity has surprised me, since it now must be twice as difficult to put it out in one-half the time as before. The articles are delving into areas such as the MARVEL SUPER HEROES game and DARK SUN™ campaign setting. But it has yet to do something with the BUCK ROGERS® XXVc™ game, a totally underestimated system in my opinion. Now, don't get me wrong, just because I'm a Regional Director don't go thinking that all this is to stroke the HQ staff. Actually, the few of us who volunteer for Regional Directors, the Members Advisory Committee, and other positions would like it to be known that we are just volunteers. We do not work for TSR, Inc. as some of you probably believe. We are just volunteers. We do this because of a love for the game, the sounds of rolling dice, the deepness of our pockets, the hum of a copy machine, the taste of an endless stream of stamps, the countless long distance phone calls, the miles of driven highways, the. . . . Well, you get the idea. The little compensation we do receive comes in the form of a simple "Thank You" from HQ or from gamers at con-

Continued on page 31

POLYHEDRON™ Newszine (the official newsletter of TSR Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network) is published bi-monthly by TSR, Inc. The mailing address for all correspondence is: P.O. Box 515, Lake Geneva, WI 53147. Telephone: (414)248-3625.

POLYHEDRON Newszine is mailed free to all RPGA™ Network members. US membership rates are $15 per year (bulk mail delivery only); Canadian rates are $22; foreign rates are $25 per year (surface mail) or $45 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to ensure uninterrupted delivery.

POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork that are accompanied by our Standard Disclosure Form. No responsibility for such submissions can be assumed by the publisher in any event. No submission will be returned unless it is also accompanied by a self-adressed, stamped envelope of sufficient size.

Unless special arrangements to the contrary are made prior to publication, materials submitted to the publisher for publication in POLYHEDRON Newszine are accepted solely upon the condition that the materials may be edited and published in POLYHEDRON Newszine or used in RPGA™ Network sanctioned tournaments, conventions and events without cost to the publisher. TSR and the RPGA Network shall make no other use of the materials unless TSR and the author or artist enter into a written agreement regarding such use.

TSR grants to prospective authors a non-exclusive right to use copyrighted materials of TSR in their submissions to TSR. An author, however, shall have no right to publish or to permit someone other than TSR to publish a submission that includes any copyrighted materials of TSR without first obtaining the written permission of TSR to do so.

All letters addressed to the RPGA Network or to TSR, Inc., will be considered as submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing.

Unless otherwise stated, the opinions expressed in POLYHEDRON Newszine are those of the individual authors, and do not necessarily reflect the opinions of TSR, Inc., the RPGA Network, or its staff.

Standard Disclosure Forms, POLYHEDRON Writing Guidelines, Tournament Request Forms, Membership Forms, Club Forms, and Classified Ad Forms are available from Network HQ.

® designates registered trademarks owned by TSR, Inc.
™ designates trademarks owned by TSR, Inc.

Most other product names are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.

©1992 TSR, Inc. All Rights Reserved.

The Living City

Sigil of the Silent Night

by Ben Bobbins

Thieves got you down? Tired of discovering that all your hard-looted loot has slipped away into someone else's *bag of holding*? Fear no more! For peaceful sleep and peace of mind, just wander down and drop your gold on the front desk of the Sigil of the Silent Night. Silent Night's trained specialists will examine your specific security needs and create a detailed plan to fit your desires and economic resources. The Sigil of the Silent Night's motto is: "Let us make your night a silent one."

The Silent Night is a watchhouse owned and financed by the wealthy retired adventurer, Bors Ansel Brewing. A thief of no small skill, Master Brewing has seen (and slipped through) some of the best security the world has to offer. Though getting on in years, Bors still takes pleasure in testing the security at his watchsites personally, both before and while the services of his watchhouse have been employed. He's known to some old acquaintances by his old *nom de guerre,* "Trouble's" (as in Trouble's A. Brewing), though that appellation is never used by any of his employees who would like to keep their jobs.

The Silent Night has been in business for five years, and though small, it has the reputation as one of the best watchhouses in Ravens Bluff. The Silent Night has complete guard and magical facilities, having a contingent of 16 guardsmen and the full time services of Tildin Graverly, a wizard. Tildin usually handles most of the magical security needs (with the help of his two assistants), but special requests beyond his capabilities are contracted out to other wizards who Tildin knows. In addition to the protections provided to particular establishments, all watchsites are sporadically patrolled by the watchhouse's official troubleshooter, the ranger Camber Dullmai.

The Sigil offers contracts for anything from all-night, four-man guard squads to two-man sporadic patrols. All contracts include standard magical support for the guards and troubleshooting by Camber. Each guard remains in contact with Tilden via his homunculi messengers (if a site is beyond the homunculi's range, a foot messenger runs between the site and a prearranged spot within range). Additional magical security must be contracted separately (see table). Standard magical support for guards includes a *stoneskin* spell on each guard, and an *armor* spell if the guards must work undercover. At least one guard in each group receives an *infravision* spell if Tilden decides the situation merits it. A typical guard is: Int Ave; AL N, or any Good; AC 6 (ring mail and shield); MV 9, HD 1; hp at least 6; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 15; XP 35 each (more if they have more than the standard magical protections).

Each guard carries at least two of the following weapons: Spetum, broad sword, hand axe, club, light crossbow, short bow. All guards wear the badge of the Sigil of the Silent Knight—a black rooster below crossed spears on a tan field.

Sigil of the Silent Night: Watchsite Fees

Guard Contracting:

2 man patrol (3 checks per night)	50 gp/week
2 man guard	140 gp/week
4 man guard	260 gp/week

Additional Magic

Anti Sleep (per guard)	300 gp/night
Invisibility (per guard)	125 gp/night
Massmorph on guards	4000 gp/week

Increased Surveillance:

double normal homunculi checks[1]	350 gp/week
homunculi guard	700 gp/week
clairvoyance or clairaudience checks[2] (2 per night)	450 gp/night
Wizard Eye checks[3] (1 per night)	600 gp/night

Magical Security

Detection[4]

Alarm	50 gp/night
Magic Mouth	75 gp

Prevention[5]

Wizard Lock	100 gp
placed at dusk, removed at dawn	200 gp/night
Fire Trap	400 gp
placed at dusk, removed at dawn	600 gp/night
Explosive Runes	275 gp
Sepia Snake Sigil	250 gp

Deception[6]

Nystul's Magic Aura	75 gp/week
Fool's Gold	150 gp/night
Obscure Object	150 gp/night
Item	225 gp/night
Leomund's Trap	150 gp

Notes

1. Six checks per night.
2. The scrying is done on prearranged locations at the site.
3. Performed on site by Tilden.
4. These spells alert the authorities to unauthorized activities. The spells usually are coupled with some form of guard protection.
5. These spells are intended to stop intrusions by making the protected area unreachable or by disabling the intruder.
6. These spells are the most subtle, preventing theft by concealing valuables and providing false targets.

Camber Dullmai (Swan)

7th Level Human Male Ranger

STR: 15
INT: 14
WIS: 15
DEX: 15
CON: 17
CHA: 13

AC Normal: 6
AC Rear: 7
Hit Points: 60
Alignment: Chaotic Good
Languages: Common, Goblin, Thieves' Cant
Age: 41
Height: 5' 7"
Weight: 179 lbs.
Hair/Eyes: Gray/Brown

Illustration by Kevin Ward

Weapon Proficiencies: Dagger, broad sword, short sword, hand axe, bow, spear
Nonweapon Proficiencies: Tracking (17), direction sense (16), disguise (12), gaming (13)
Magic Items: *Leather armor +1, ring of infravision, gauntlets of ogre power, dagger +1,* 13 *arrows +1*

Ranger Skills

HS	MS
43	55

Camber Dullmai is a familiar sight in many of the bars and taverns of Ravens Bluff. His stocky form is nondescript beneath his weathered poncho. His balding pate is usually hidden beneath the floppy brim of his broad hat. Only the pommel of his sword can be seen clearly, and that's because that's the way Camber wants it when he's out troubleshooting.

Camber is one of the two senior officers of the watchhouse, but he prefers to leave customer relations and the like to Tildin. Camber is in charge of assigning guard duty rosters and doing spot checks of the watchsites. He works best when he's alone, out among the alleys and rooftops where he's his own boss. He is quite the urban ranger.

Camber does his paperwork only grudgingly, and finishing each week's guard assignments drives him up the wall. Nevertheless, Camber has always had a natural flair for rigging duty rosters no sane thief could anticipate.

While Camber has let his guard scheduling become somewhat more tame over the years (for everyone's sake), he has done nothing of the sort with his troubleshooting. After all, says Camber, "what's the point in doing surprise spot checks if no one is going to be surprised?" More then one would-be mastermind has thought to have unravelled Camber's secret patrol schedule only to discover the ranger leaping upon him from the shadows. The reason for such failures is simple: Camber doesn't actually have a schedule. He just skulks from watchsite to watchsite as the whim takes him, trusting his instinct to carry him to where there's trouble afoot. He could be anywhere, at any time, and such unpredictability is a strong deterrent to thieves. It's while out troubleshooting that Camber hits nearly every bar in his path. He doesn't do it to get drunk, and he is very careful about what he drinks. (He's wary of being drugged, and he knows Master Brewing would stretch his hide across a long fence if he ever got drunk on duty.) Instead he goes in disguise to pick up what gossip he can about recent and future criminal activities.

Camber is the longest surviving employee of Bors Ansel Brewing, having worked for him since even before the founding of the watchhouse five years ago. He was with the mercenary company known as the Hatchmen when they finally met their match. It was among them that Camber was given his improbable war name, Swan. Camber found himself at loose ends after the disbanding of the unit, and soon fell into sporadic service for the retired thief doing various odd jobs. A few years later when the Sigil of the Silent Night was filling its rosters, Brewing considered Camber the natural choice for the head of on-site security, a responsibility Camber has adjusted to over the years. He still tends to be a bit of a worrywart though, especially when it seems likely that Master Brewing will be unhappy with the results of a security operation.

Camber dislikes carrying large weapons while troubleshooting, preferring instead to be able to maintain a fairly low profile. His weapons belt carries a broad sword and his *dagger +1.* Cam-

ber usually wears magical leather armor concealed beneath his ever-present poncho. He sometimes takes his longbow and quiver along as well. His quiver usually contains all his magic arrows and seven normal arrows. He always wears his *ring of infravision* (gives wearer standard 60' infravision), and he carries, but does not wear, a pair of worn leather gloves, actually *gauntlets of ogre power;* Master Brewing has loaned Camber these for years now, and Camber refrains from wearing them unless it seems necessary. He finds the sudden strength change (and the resultant possibility for mishap) a little discomforting. Camber is usually protected by a *stoneskin* spell.

Tildin Graverly

8th Level Human Male Wizard

STR: 10
INT: 16
WIS: 13
DEX: 11
CON: 13
CHA: 14

AC Normal: 10
AC Rear: 10
Hit Points: 20
Alignment: Lawful Good
Languages: Common, Elvish, Halfling
Age: 33
Height: 5' 9"
Weight: 122 lbs.
Hair/Eyes: Chestnut/Brown

Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Agriculture (16), animal handling (12), etiquette (14), spellcraft (14)
Magic Items: *Shield amulet** (24 charges), *cloak of protection +2, ring of feather falling, boots of elvenkind, broom of animated attack, horseshoes of speed, dagger +4 defender*
Spells/day: 4 3 3 2
* New magic item described at the end of this column.

Familiar: Tilden has a brown and white weasel named Broojha. AC 6; MV 15 ; HD 1−1; hp 12; #AT 1; D 1. Tilden also keeps two homunculi, Masey and Casey. AC 6; MV 6, Fl 18; HD 2, hp 6, 9; #AT 1; D 1-3; SA bite causes save vs. poison or fall into comatose slumber for 5d6 minutes

Spell Book

Level One
Cantrip
Detect Magic
Armor
Nystal's Magic Aura
Alarm
Find Familiar
Read Magic
Light
Enlarge
Mending
Wizard Mark
Sleep

Level Two
Detect Invisibility
Leomund's Trap
Fools Gold
Locate Object
Mirror Image
ESP
Deeppockets
Knock
Magic Mouth
Wizard Lock

Level Three
Clairaudience
Dispel Magic
Explosive Runes
Infravision
Secret page
Protection From Normal Missiles
Clairvoyance
Fly
Hold Person
Item
Sepia Snake Sigil
Invisibility 10' Radius

Level Four
Confusion
Hallucinatory Terrain
Massmorph
Stoneskin
Rary's Mnemonic Enhancer
Fire Trap
Magic Mirror
Minor Globe of Invulnerability
Wizard Eye

Tildin Graverly looks like a farm boy rather than a wizard, which makes some sense since he was a farm boy long before he even aspired to wizardom. Still young and hale in his early 30s, Tildin's short brown hair frames the honest features of his broad face—features that reassert the impression that he would be more at home somewhere near a plow than behind a desk. His manner belies his appearance, his farmer's features giving way to a competently relaxed and intelligent demeanor. It soon becomes apparent to all who have dealings with him that Tildin is an accomplished professional. For the past five years, Tilden has deftly handled the Watchhouse's financial affairs and public relations (and cast a spell or two).

Tildin's magical career began inauspiciously. In his 12th year, he was indentured as a stable boy and general hand to Caulen Blackwise, a reclusive wizard living in the country hamlet where Tildin was born and raised. Tildin's older sister Crinelle had been left with a nagging curse by a wood witch she had carelessly insulted. Her parents, simple farmers, had little to pay in exchange for the cure, and they begged the good and just wizard to help them in exchange for their only son's services. Caulen, for his part, was unimpressed by the appeal to his good nature, but he recognized his chance to get some cheap help in maintaining his tower. Besides, removing the spell was the easiest way to get the distraught parents to stop pestering him.

At first, Tildin just slaved around the tower, sweeping this, mopping that. He was diligent enough, but it soon became clear to Caulen that one 12 year old was not enough to fight back the years of dust the tower was home to. At first he began teaching Tildin simple cantrips to help the cleaning along. At the time the old wizard entirely failed to notice that the boy had a fair talent for magic. As the boy got on in years Caulen occasionally went on short adventures, leaving Tildin alone to look after things. Tildin would spend the time poking around through the magical tomes and teaching himself what he could.

Tildin finally left the wizard's service after 10 years (as per the original agreement made by his parents). He had learned more then he ever would have on the farm, but Caulen's unappreciative nature and extended absences had worn thin on the young magician, and their parting was not a friendly one. Tildin spent a few years traveling and increasing his knowledge where he could. He had built a fair reputation as a spell caster by the time he responded to Master Brewing's postings for a magician seeking long-term employment. Tildin has grown increasingly comfortable and confident with his work, becoming the acting manager of the watchhouse's affairs.

A seasoned veteran, Tildin is never caught without the magic items he has acquired over the years. His enchanted dagger is a prized possession even though he hasn't gotten into melee since he began working for the watchhouse. The only items he doesn't carry are his *broom of animated attack* and a set of *horseshoes of speed.* The *broom* is a rare version that attacks on command if one knows the proper command words, though it still dumps its rider if anyone tries to fly on it; Tildin keeps it in the front office of the watchhouse to deal with nuisance intruders. The *horseshoes* adorn the hooves of a messenger horse the watchhouse uses.

Tilden keeps two homunculi, Masey and Casey, as messengers and/or spies. All the watchhouse employees are familiar with them—their major drawback is their 480-yard range limit, so Tildin is careful to assign them to watchsites nearest to the watchhouse. They are always protected by *stoneskin* and *armor* spells and also by *invisibility* while on duty. Before he had the homunculi made, Tildin sometimes used Broojha, his weasel familiar, as an innocuous messenger. Broojha now spends most of his time rooting around the watchhouse and generally getting underfoot. Broojha is protected by *stoneskin* and *armor* spells as well.

With the increasing business the watchhouse has enjoyed over the past few years, Tildin's magical abilities alone have not been enough to satisfy all the customers (there are only so many *wizard lock* spells one can cast in a single day). Master Brewing has since had Tildin take on two assistants to help him with the day to day spell casting jobs, Onale Branchard and Caylee Pirin.

Onale "Wicked Finger" Branchard

5th Level Human Male Wizard

STR: 13
INT: 13
WIS: 11
DEX: 14
CON: 16
CHA: 12
AC Normal: 10
AC Rear: 10
Hit Points: 22
Alignment: Neutral (chaotic good tendencies)
Languages: Common, Ogre, Goblin, Dwarvish
Age: 58
Height: 5′ 7″
Weight: 117 lbs.
Hair/Eyes: Gray/Brown

Weapon Proficiencies: Staff
Nonweapon Proficiencies: Firebuilding (10), mountain survival (13), weather sense (10)
Spells/day: 4 2 1

Spell Book

Level One
Spider Climb
Detect Magic
Armor
Nystal's Magic Aura
Alarm
Read Magic
Light
Identify
Friends
Magic Missile
Comprehend Languages

Level Two
Detect Invisibility
Leomund's Trap
Knock
Darkness 15′ Radius
Web
Scare
Locate Object
Stinking Cloud
Magic Mouth
Wizard Lock

Level Three
Blink
Dispel Magic
Sepia Snake Sigil
Invisibility 10′ Radius
Clairvoyance
Fly
Haste
Slow

Onale Branchard has been with the watchhouse for almost a year, which is longer then he ever anticipated. An adventurer by trade, Branchard hired on temporarily with the Sigil to rebuild his funds and get back on his feet after a particularly unfortunate venture. He finds it difficult to admit that this "easy life" is beginning to seem more and more attractive to him. Adventuring and sleeping in dank corridors is not gentle on his old bones, though he'd be the last to admit it. The cot he uses in his office at the watchhouse is a lot more comfortable, and less likely to be trampled on by wandering monsters.

Unlike Tildin, Branchard ("Wicked Finger" to his enemies) has the wizard look down pat. His appearance is far from youthful. His grizzled beard is as unkept as his gray hair—both are still lightly peppered with the original black. He could easily pass for some mountain recluse, and he has cultivated a grumpy temper to match. Most of it is an act, reserved for when he doesn't want to be bothered.

Caylee Pirin

4th Level Human Female Wizard

STR: 9
INT: 16
WIS: 12
DEX: 15
CON: 10
CHA: 13
AC Normal: 9
AC Rear: 10
Hit Points: 11
Alignment: Neutral Good
Languages: Common, Elvish
Age: 25
Height: 5′ 8″
Weight: 119 lbs.
Hair/Eyes: Brown/Green

Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Herbalism (14), spellcraft (14)
Magic Items: *Shield amulet** (16 charges)
Spells/day: 3 2
* New magic item described at the end of this column.

Familiar: Caylee has a black cat named Lithuan. AC 6; MV 15; HD 1 – 1; hp 12; #AT 2; D 1-2/1

Spell Book

Level One
Charm Person
Detect Magic
Nystal's Magic Aura
Jump
Find Familiar
Read Magic
Light
Alarm
Wizard Mark
Sleep

Level Two
Detect Invisibility
Leomund's Trap
Fools Gold
Magic Mouth
Wizard Lock
Strength
Levitate
Knock
Mirror Image
Invisibility

Caylee Pirin is the youngest member of the Sigil's staff. Still in her mid 20s, she beats the youngest guard by several years. Caylee is an attractive young lady, a fact that has not gone unnoticed by others in her vicinity. Few have acted upon those thoughts, however, mostly because she is already involved with Tildin Graverly.

Caylee and Tildin's romance has been going on since shortly after she joined the watchhouse six months ago. Despite common opinion, it was not Tildin's attraction to her that got her the job. Caylee came to Ravens Bluff looking for Graverly, following the last request of her late master, the selfsame Caulen Blackwise who had taught Tildin. Caylee had been apprenticed to a famed herbalist since early in her life. The herbalist was Caulen's associate, and the two visited each other frequently. When Caulen was seeking a new servant to "take the place of that ingrate

Graverly," the wizard and the herbalist struck a bargain, and Caylee's apprenticeship was traded to Caulen. She was taken back to dwell in his tower, where she began her training in magic.

Over the years, the pair became trusting friends. It was Caulen's concern for Caylee's welfare that caused him to send her away. Long-forgotten foes had caught up with the tired old wizard, and, knowing he couldn't escape them, he choose to make a stand. Caylee was sent away on the pretense of bearing a sealed message to a fellow wizard, one of Caulen's many business associates in Ravens Bluff.

Caulen's enemies attacked, and the entire tower was engulfed by jagged bolts of lightning; the tower and Caulen were obliterated.

The message Caylee bore was addressed to Tildin: Caulen had foreseen his own death, and he wished to apologize to Tildin for the mistreatment he had shown the lad. It also begged Tildin to look after young Caylee. Tildin offered her work at the watchhouse, and has done what he could to continue her magical education.

Their romance developed soon after they met, and has been a vast source of guilt for Caylee ever since. While Tildin has found nothing wrong with their relationship, Caylee feels as though she is leading him on. Tildin's magical knowledge is what attracted Caylee to Tildin initially, and she is deathly afraid that sooner or later he will decide she is just milking him for what he can teach her. Though he is oblivious to her fears, others on the staff have sensed her misgivings. Both Camber and Branchard have concluded there's nothing they can do about it except wait and hope for the best, and neither has been comfortable doing that.

Bors "Trouble's" Ansel Brewing

10th Level Human Male Thief

STR: 12
INT: 15
WIS: 12
DEX: 14
CON: 13
CHA: 13

AC Normal: 1
AC Rear: 3
Hit Points: 41
Alignment: Lawful Neutral (good tendencies)
Languages: Common, Thieves' Cant
Age: 63
Height: 5' 10"
Weight: 189 lbs.
Hair/Eyes: Gray/Blue

Weapon Proficiencies: Dagger, broad sword, short sword
Nonweapon Proficiencies: Appraising (15), blind-fighting, jumping (12), tumbling (14)
Magic Items: *Leather armor +5; broad sword +1, +3 vs. shapechangers; dagger +2; boots of speed; portable hole*

Thief Skills

PP	OL	FT	MS	HS	HN	CW	RL
80	67	65	78	63	30	99	50

Even though he is the owner and final authority behind the Sigil of the Silent Night, Master Brewing is rarely seen at the watchhouse anymore. Over the years he has slowly come to believe his employees can handle themselves—and the watchhouse's affairs—competently. He is fiercely proud of his employees and the watchhouse, but he is very careful not to let it show. Though he does praise his employees on the rare occasions when he is supremely impressed, his underlings remember his criticisms far more readily.

Master Brewing is a stern, implacable figure. Age has streaked his dark hair with white, but it has done nothing to soften his usual look of grim resolve. Few can stand up to him when that gaze changes from resolve to disapproval, his brows knotting together above his piercing eyes. Despite his heavy set figure (weighed down a bit too much with his advancing years to go leaping about), Bors Ansel Brewing is still a master burglar. Though not as spry as he used to be, he is easily a better thief then many men half his age. This is not widely known, however; few people know he is a thief, let alone an accomplished one. As a respected and wealthy citizen of Ravens Bluff, Brewing avoids bringing up his past, and he does not soon admit that the riches he used to finance his estate and the watchhouse came from adventures he had before he retired into anonymity 11 years ago. Once in a very long while, one of his ancient comrades resurfaces to reminisce about escapades from times before most of Brewing's employees were born.

Master Brewing no longer steals for a living, mostly because he has no need to. However, he does use his skills for business purposes. When new clients want their security tested so that the watchhouse can help them "fix the holes," it is "Trouble's" A. Brewing who breaks in to see just how easily it can be done. All items taken are, of course, returned, and the client is even warned that a "security specialist:" is going to be sent covertly to examine the grounds. Master Brewing also conducts impromptu break-ins on watchsites already protected by the Sigil, just to keep his employees on their toes. He is usually pleased with the results, and when he isn't he makes no secret of it to his (sometimes former) employees.

Brewing usually wears fashionable clothes suitable for a wealthy merchant or minor noble. However, when he stages a break in he dusts off his trusty leather armor and other magic items.

New Magic Items

Anti-Sleep Potion: Imbibing this magical draught makes a creature immune to all magical *sleep* effects for eight hours. The need for normal rest is not negated, however, so a very tired drinker still could fall asleep on his own. Master Brewing acquires these draughts from an undisclosed local alchemist at a special rate. GP sale value 500. XP Value 350.

Shield Amulet: These small, carved stone amulets can contain up to 24 charges. Uttering the command word (usually inscribed on the amulet) the wearer can protect himself with a *shield* spell, cast at 12th level, duration six turns. Each use expends one charge, and the item cannot be recharged. GP sale value 7,500. XP Value 750.

❑

Horse Play

A Random Generator For The BOOT HILL® Game

by Rob Nicholls

In the BOOT HILL® game, just as in the Old West, horses play an important role. If a character doesn't own a horse, he's likely to buy or steal one. He may even survive a gunfight in which part of the loot is his opponent's horse. And, likely, he'll want to know just how good that horse is.

To help put horses into play more quickly and easily, use the following random generator. This also includes a few new skills, tricks, and traits to help provide horses with character.

Step 1. Roll 1d20 once on Table A to determine the horse's breed.

Step 2. Roll 1d20 on Table B to determine the horse's four attribute scores (Str, Coo, Int, Luc) and to find out how many times to roll on Table C for skills (#S).

Step 3. Roll 1d20 on Table C the number of times as determined in the previous step. The number in parenthesis following the skill name is the score for that skill. If the same skill is rolled more than once, take the higher score. Rolling a 20 means the horse knows some tricks, see Table D. The number of 20s rolled during this step is the number of tricks the horse knows.

Step 4. Roll 1d20 on Table D. The number in parenthesis following the trick is its score.

Step 5. Roll 1d6. If a 6 is rolled, the horse has a trait. Go to Table E. The number in parenthesis is the score for that trait.

New Horse Skills

* Cannon. This is similar to Gun, only this skill indicates the horse is familiar with the sounds of cannons, mortars, and explosions. When exposed to these, the horse will use this skill instead of Intelligence when checking for panic. As with the Gun skill, if the horse's Intelligence is equal to or higher than its Cannon skill, increase its Cannon skill to three points higher than its Intelligence. Cannon skill cannot be used for panic checks involving gunshots.

* Leadership. This skill means the animal has a natural aptitude for leading other horses. If a group of horses panics and runs, they will follow the horse that makes a successful Leadership check. Likewise, if the other horses balk at something, such as jumping a gully or pulling a cart, a successful check by the lead horse means the others will follow.

New Tricks

* Can Walk Sideways. A horse with this trick can slowly sidestep for a few minutes. This is most useful for leaving misleading tracks and confusing trails.

* Fetches Item On Command. This horse has a chance to find and bring a certain item to the character. The item must be specific, such as a hat, rope, pistol, etc. This trick may be taken more than once (instead of taking the higher score) to allow the horse to bring different types of items.

* Informs PC Of Something Nearby. The horse will signal the character when it detects something such as open water, other horses, Indians, or other things. The signal the horse gives must be specific, such as nickering, moving its head a certain way, etc.

* Runs On Command. The horse immediately breaks into a full gallop at the command of the character, even if the character is not mounted on the horse. If the horse is tethered or hobbled, it will not perform this trick, although it may begin working against the restraints.

* Lone Rider. This means the horse likes to carry only one rider at a time. If two people try to ride, the horse will buck, rear, or refuse to move. ❑

Random Generator For Horses

	Table A	Table B					Table C	Table D	Table E
1d20	Breed	Str	Coo	Int	Luc	#S	Skills	Tricks	Traits
1	Appaloosa	16	18	10	4	4	Cannon (10)	Bucks off anyone but PC (6)	Bites (6)
2	Appaloosa	13	12	3	1	1	Cannon (8)	Bucks off anyone but PC (9)	Bites (7)
3	Appaloosa	14	10	1	3	1	Cannon (18)	Can walk sideways (15)	Bone-jarring gait (18)
4	Arabian	19	14	9	6	4	Cutting (14)	Climb stairs (12)	Bucks (14)
5	Arabian	12	8	9	9	4	Cutting (18)	Comes on command (12)	Bucks (17)
6	Arabian	7	9	7	9	2	Cutting (12)	Comes on command (6)	Chews on fences (13)
7	Morgan	17	17	2	8	0	Gun (9)	Fetches item on command (13)	Headstrong (11)
8	Morgan	16	14	10	7	1	Gun (6)	Fetches item on command (8)	Leaps (9)
9	Morgan	19	5	2	10	1	Gun (3)	Informs PC of something nearby (15)	Lone rider (19)
10	Palomino	11	16	6	10	2	Herding (9)	Kicks on command (5)	Rears (10)
11	Palomino	18	9	2	1	0	Herding (18)	Lies down on command (15)	Rubs against fences (5)
12	Palomino	16	11	9	6	2	Herding (14)	Plucks gun from holster (8)	Rubs against fences (15)
13	Pinto	18	19	9	3	4	Leadership (7)	Rears on command (18)	Lone rider (12)
14	Pinto	15	16	1	3	1	Leadership (17)	Runs on command (7)	Steps on people's feet (17)
15	Pinto	17	21	8	5	2	Leadership (9)	Runs on command (8)	Steps on people's feet (11)
16	Quarter Horse	22	12	5	10	4	Swimming (9)	Stays quiet on command (9)	Stops occasionally (11)
17	Quarter Horse	12	8	1	5	0	Swimming (12)	Stays still on command (10)	Untrained (17)
18	Quarter Horse	21	9	9	2	3	Swimming (17)	Counts (10)	Kicks (9)
19	Quarter Horse	20	12	6	9	1	Swimming (13	Stops on command (15)	Will not gallop (8)
20	Thoroughbred	8	21	7	4	2	Tricks	Stops on command (9)	Roll Twice

Telexian Vine

by Eric Sanko

CLIMATE/TERRAIN:	Any non-arctic or desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	0
HIT DICE:	4+4 (main stalk) 2 (each root)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4+1
SPECIAL ATTACKS:	Entangle, spells
SPECIAL DEFENSES:	Camouflage, spells
MAGIC RESISTANCE:	25%
SIZE:	M (5′ tall)
MORALE:	Average (9)
XP VALUE:	385

The telexian vine is a malicious and dangerous plant which is capable of speaking and fighting. It produces an addictive, sweet-smelling fruit and deadly blossoms. The vine has a complex system of 8-24 roots that stretch up to 20′ away from the plant, camouflaging themselves against the ground. More roots extend 10′ deep into the earth, anchoring the telexian vine.

The plant boasts one large stalk that hosts its mouth and eyes and 2-4 smaller stalks, all dark green and all resembling corn stalks. In addition, each plant has numerous wire-thin vines that snake up to 60′ away from the plant to search for water. These feeler vines are typically covered with beautiful black flowers and are very sensitive to vibrations, acting as sensing organs for the plant.

Combat: Telexian vines usually wait for their prey to come to them. The evil vines sense the approach of creatures through the wire-thin feelers and will release a fragrant scent to catch potential victims' attentions. If the vine believes a creature intends to eat its fruit, it will do nothing, waiting for the fruit to take effect. However, if the creature appears suspicious of the plant, the telexian vine will attempt to entangle its target with its feeler vines and strong roots. Any creature within reach of the vine has a 50% chance to become so entangled. Entangled creatures must make a successful bend bars roll to break free or be cut out by another character who is not entangled.

Special Abilities: The fruit of the telexian vine is addictive and contains a special, mild paralytic poison. Any creature eating the fruit must save versus spell or become *charmed* by the plant. Creatures so charmed walk numbly to the vine's main stalk, which usually eats them. Telexian vines do not devour all human and demi-humans who eat the fruit, however. Commoners and non-spell casting adventurers are frequently kept around as slaves, their loyalty insured by their addiction to the fruit. These slaves perform errands for the plant, such as acquiring food, water, and—if possible—magic items, some of which the plant can employ. Telexian vines can consume potions, and often do so to aid in their capturing other, useful victims. The slaves are also used to lure others to the plant, sometimes in elaborate ploys.

The telexian vine is especially fond of eating spell-using creatures, humans, and demi-humans, as it is able to "absorb" all 1st and 2nd level spells held in those victims' memories. The plant can retain up to 12 spells of each level, losing a spell when it uses one to attack a target or to defend itself. It "casts" these spells as if it were a 5th level wizard.

Habitat/Society: Telexian vines prefer temperate climates, although they can handle some extremes in heat and cold. They are usually found within 10 yards of a constant water source, such as a pond or stream. A few vines are mobile, having charmed slaves who will transplant them to different locations as the plants desire. One vine was reported to be planted in a large wagon, with slaves moving it around from place to place. Telexian vines keep their treasures buried beneath their main stalk. The vines are especially fond of collecting magic items they can use, particularly potions and wands it can wield with its roots.

Ecology: Telexian vines are capable of eating virtually any plant or animal, although they prefer the flesh of demi-humans. They reproduce through the aid of slaves who carry seed pods to other locations, plant them, and tend them until they start to grow.

The vines are sometimes sought by adventurers who use the fruits for spell components.

Moss

by Gregory W. Detwiler

	Bog Moss	Forest Moss	Swamp Moss
CLIMATE/TERRAIN:	Tropical and temperate swamps and forests		
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Non-	Animal (1)	Animal (1)
TREASURE:	Incidental	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral Evil	Neutral Evil
NO. APPEARING:	1-4	1-6	1-4
ARMOR CLASS:	9	7	6
MOVEMENT:	1	6	3
HIT DICE:	2	5	8
THAC0:	19	15	13
NO. OF ATTACKS:	0	0	0
DAMAGE/ATTACK:	Special	Special	Special
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10′ cube)	L (10′ cube)	L (10′ cube)
MORALE:	Average (10)	Steady (11)	Steady (11)
XP VALUE:	175	975	2,000

Bog moss appears as a rich green mass of vegetable matter, usually found in approximately 10′ cubes. The creature nestles in bowl-like earth and rock formations, making itself appear as a normal patch of moss upon the ground.

Combat: Unwary creatures who trod upon the moss fall into the mass of it, where they will be devoured. The bog moss' digestive juices inflict 10 points of damage per round until the victim dies and is ingested. The bog moss' body is more unstable than quicksand; creatures which fall into its body cannot gain purchase to climb out. It is difficult to rescue a trapped creature, as the bog moss' digestive juices also consume organic matter, including ropes and wooden poles. Only chains, metal cables, and magic might be employed successfully.

Habitat/Society: A bog moss prefers to locate where rich soil is within easy reach. Every spring, each bog moss produces about a dozen spores which fly off with the wind. Those landing on suitable soil quickly take root and begin to grow. As the bog moss grows beyond a 2′ cube, it no longer needs roots, and they dissolve. A bog moss does not collect treasure. However, sometimes coins, armor and weapons can be found beneath a bog moss—remnants of victims.

Ecology: Bog mosses eat dirt, other plants, and any creatures which fall into its mass. When meals become sparse, the plant exists through photosynthesis. The moss is especially fond of ferns.

Bog moss has no natural enemies. However, mages have been known to seek the moss' spores for use in magical elixirs and as spell components.

Forest Moss: Forest moss is similar to bog moss. However, it is more mobile and actively seeks out creatures for food. Forest moss is sensitive to light and is more active in the evenings. It is only found in wooded areas, usually beneath large trees where there is plenty of shade.

Swamp Moss: This more powerful form of bog moss requires a wet environment. Because so much of its body is water, it takes only half-damage from fire-based spells. Cold-based spells put the creature in a form of suspended animation.

Armor Boar

by Gregory W. Detwiler

CLIMATE/TERRAIN:	Arctic to temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24 (3d8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall at shoulder)
MORALE:	Average (10)
XP VALUE:	650

The armor boar is a giant-sized animal and is readily identified by its peculiar armor. The armor is actually hair, thick and stiff and similar to the horns of a rhinoceros. From a distance, the creatures appear to be simply large, shaggy boars with hair that sticks out in all directions. Closer, the hair looks like a spiny shell.

The boar is also noted for its elephant-sized tusks that nearly touch the ground. Most boars are 6′ high at the shoulder and 10′ long. However, some larger specimens have been sighted.

Combat: This ill-tempered and aggressive brute attacks quickly and with no planning. It will charge at creatures wandering through its territories. And when the boar itself is wandering, it will attack creatures it perceives as a threat or as competition for food.

It has one attack—a goring thrust made with its long tusks. In addition, the boar's armor also can inflict damage. Any creature striking, biting, or leaping upon the boar suffers 3-12 (3d4) points of damage because of the boar's penetrating hair-spines.

The boar does not back down from combat, fighting to the death.

Habitat/Society: Armor boars live in small family groups. A boar mates only once every two years, and it is more prolific than other giant boars, having up to 1d10 offspring per litter. If the maximum number of boars are encountered, the family will likely have one boar, one sow, and 10 young. The adult boars are very protective of the young and will fight to the death to defend them.

Armor boars often make their homes in caves or in densely overgrown wooded areas. They can be found in hills, mountains, forests, broken terrain, and occasionally on plains.

Ecology: A voracious omnivore, the armor boar will attempt to eat anything within reach and will go out of its way to catch plump rodents. Although it is fond of flesh, it usually ends up eating more vegetable matter than other boars do because its size does not allow it to chase prey into hollow logs and other hiding spots. A boar which develops a taste for vegetables is quite capable of destroying a garden all by itself. Families of armor boars have been known to destroy entire fields. Thus, armor boars are considered a major nuisance in settled regions—a nuisance typically ill-armed peasants and farmers cannot deal with on their own.

While the armor boar has few natural predators, they are sometimes sought by butchers, as the meat is rich and sweet. However, an armor boar is difficult to butcher because of its hard, spiny shell. Butchers who have developed a technique for removing the armor increase their profits by selling the carapace to armorers who make it into shields and breastplates.

Armor made from the carapace is the equivalent protection of banded mail, plus it has a special property. Creatures striking the armor or shield with their hands or other body parts suffer 1-8 pounds of damage because of the remaining spiny ruffs. The armor is also prized because it will not rust.

Craftsmen value the tusks and lard of armor boar, which they make into art objects and soap, respectively.

Death Ox

by Gregory W. Detwiler

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-4
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Death gaze
SPECIAL DEFENSES:	Immune to death magic
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall at shoulder)
MORALE:	Average (8)
XP VALUE:	975

The death ox is a less aggressive relative of the gorgon that lives in small family groups. A rich mahogany in color, a death ox resembles a huge, scaly bull. The scales are not metal, like the gorgon's, but they are just as hard and are made out of a natural carapace. All death oxen have a patch of heavy black hair over their eyes. People who have seen the color of a death ox's eyes have not lived to reveal that information.

Combat: The death ox has one physical attack—a charge ending with a massive goring attack with both horns. More fearsome, however, is the death ox's gaze, which acts as a death ray to any who view the creature (range 50′).

The death ox uses its gaze attack at will. The creature is not malicious, and typically uses the gaze in self-defense or when it is hunting for food. Because of its affinity to death magic, it is naturally immune to *death* spells, *power word kill*, and all other types of death magic.

If a death ox surprises a party, there is a 1 in 6 chance that at least once character met the creature's gaze. There is no saving throw versus the death ray. However, anyone in gaze range who closes or averts his eyes gets a saving throw versus death magic. Those who save were able to look away in time. Those who fight the death ox must make such a saving throw each round to avoid the gaze unless they have protective eye covering.

Habitat/Society: The death ox has no lair, simply living by moving from place to place in search of food and water. A death ox family typically consists of one male, three females, and calves. The calves are raised by all the females in the group until they are old enough to fend for themselves. The young oxen which leave their family quickly find others of their kind to join with.

It is rare to find a single death ox. Such an encounter is almost certainly with a male, a young bull in search of females. When more than one bull is in a group of death ox, there will be battles for dominance over the group. The losing bull either leaves or becomes subservient to the dominant bull.

Ecology: The death ox usually eats plants, supplementing its diet with flesh when animals or hapless individuals wander into its gaze. The ox can sometimes be spotted grazing with other herd animals. When grazing with others, the ox keeps its head low and hair over its eyes so it does not randomly kill the other grazers. Those grazers are usually only in jeopardy in times of drought.

Man is the death ox's only known predator. It is sometimes hunted for its skin. The hide of a death ox is often sought by armorers, as it has the thickness of scale mail, yet the protection of banded or plate depending on how it is cured. The ox's blood is used as a component in *death* spells.

Phase Jelly

by Greg Deckler

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, M, Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8 (tentacles 5)
MOVEMENT:	3, Br 1
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1-10
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7')
MORALE:	Average (10)
XP VALUE:	1,400

The phase jelly is a disgusting blob of sickly-smelling slime. Jellies can be any color imaginable, but a single specimen will be one color throughout. Each jelly has 10 tentacles, each ranging from 12′ to 18′ long.

Combat: The phase jelly attacks similarly to a marine ooze, its tentacles erupting from the floor, ceiling, or walls of subterranean passages. The jelly has the ability to phase into and out of solid stone, making these attacks possible. Although the tentacles secrete a noxious mixture that only causes 1-2 points of physical damage, creatures coming in contact with the mixture must save verses poison at +2 or become paralyzed.

The phase jelly has a far more insidious attack form. If any animal, human, or demi-human remains relatively stationary for three rounds or more in the vicinity of a hidden phase jelly, the jelly will attempt to slowly envelope its victim and phase back into the stone along with the victim's feet. This form of attack adds +3 to the jelly's attempt to surprise an intended victim. If the victim is surprised, the attack automatically succeeds. If the surprise fails, the victim can avoid the jelly with a successful Dexterity check. A victim who is phased into the floor with the jelly looses 8 hit points per turn he is in contact with the jelly and its acidic digestive juices.

The jelly is immune to acid and attacks from blunt weapons. Edged weapons cause only one-half damage. Fire, cold, and electricity cause full damage. In addition, electricity stuns any tentacles it touches for 1-10 rounds. A *phase door* or *passwall* spell will kill the jelly instantly if it is phased with the stone. Spells such as *earthquake, move earth, rock to mud,* or *stone to flesh* will force a jelly to the surface.

Habitat/Society: Phase jelly inhabits the darkest dungeons, usually lurking within the stonework and using its tentacles to sense the vibrations of passing creatures. Metal armor, weapons, and coins can be found in the vicinity of a jelly, as its digestive juices cannot handle these materials. These expelled materials often inadvertently create a trap for adventurers who attempt to greedily gather up the items.

It is a solitary creature and will not tolerate the presence of other phase jellies in its territory.

Ecology: Although the phase jelly can eat virtually any type of organic material, it is especially fond of drow. Phase jelly has no natural predators. Wizards have experimented with the jelly and its tentacles, but have found no useful spell components.

Game Fair Judge Appeal

This August GEN CON® Game Fair celebrates its 25th Anniversary. Combined with ORIGINS, this convention will be *the* event of the year.

The RPGA™ Network is offering 25 different tournaments from Feature to Paragon levels. Be a part of the Network's activities at this Silver Convention by judging one or more tournaments.

The success of RPGA Network events rests in the abilities of the event judges. Help us make them successful by running some of these fine games.

Each tournament covers a four-hour time block. We will only consider judges who are available for three or more game sessions. If you wish to play in some of the tournaments, please indicate that on this form so we do not schedule you to judge when those events are running.

If we accept you as a judge, we will mail you a judging schedule about six weeks prior to the convention. Scenarios will be mailed three to four weeks in advance of the convention.

If you are not running your own events through other role playing, board game, or miniature areas at the convention, this form will be enough to register you for the convention -- provided you are accepted as a judge. Running three or more Network sessions entitles you to free admission to the Game Fair. However, you must pay for any events in which you register to play.

If you plan to attend the Game Fair and would like to help the Network by running games, please complete this form and return it to:

RPGA Network Judge Appeal
P.O. Box 515
Lake Geneva, WI 53147

Network Membership Number:_____
Name:_____ **Phone (day) (____)**_____
Address:_____ **Phone (evening) (____)**_____
City:_____
State:_____ **Country:**_____ **Postal Code:**_____
Date of Birth:_____

What day and time will you arrive at the Game Fair?_____
When do you plan to leave?_____

I am willing to judge Network events that use the following rules:_____

_____

I'd like to help out at Network HQ ☐

I am available for the following slots (minimum three). Mark this side or the back -- not both.

☐ 01 (8 a.m.-noon Thurs)	☐ 05 (8 a.m.-noon Fri.)	☐ 09 (8 a.m.-noon Sat.)
☐ 02 (noon-4 p.m. Thurs)	☐ 06 (noon-4 p.m. Fri.)	☐ 10 (noon-4 p.m. Sat.)
☐ 03 (4-8 p.m. Thurs.)	☐ 07 (4-8 p.m. Fri.)	☐ 11 (4-8 p.m. Sat.)
☐ 04 (8 p.m.-midnight)	☐ 08 (8 p.m.-midnight)	☐ 12 (8 p.m.-midnight)
		☐ 13 (8 a.m.-noon Sun.)

If you are willing to judge specific events at the convention, see the reverse side of this form for a tentative schedule. Circle the slot numbers (minimum of three) you are willing to judge. Specific schedules are not guaranteed. We schedule judges on a first-come, first-served basis.

I am interested in playing these events. Please do not schedule me to judge when these are running:

_____

RPGA™ Network Events

Here is our tournament offering for this year's GEN CON® Game Fair, August 20-23 at MECCA in Milwaukee, Wisconsin. If you are interested in judging, please complete the form on the reverse side and mail it as quickly as possible. If you'd like to help with specific events, circle the time slots for the events you wish to judge. Some events are subject to change.

To receive free admission to GEN CON Game Fair, you must judge a minimum of three slots, but we encourage you to judge more. No events are scheduled in Slot 05 because of the RPGA Network breakfast.

Judges will be accepted on a first-come, first-served basis.

Day and Time Slots

	Thursday				Friday				Saturday				Sun.	
Tournament	1	2	3	4	5	6	7	8	9	10	11	12	13	14
AD&D® Game Paragon					*		X							*
AD&D Game Grand Masters	E				*	E				S			F	*
AD&D Game Masters	E			E	*				E	S	S		F	*
AD&D Game Feature	E		E		N	E	E	S	S		F			C
AD&D Game Special		E		E	E		E	E			S	S	F	L
AD&D Game TSR Worlds		E	E	E	T	E	S	S				F		O
AD&D Game Network Clubs			E		W	E	E		S	S		F		S
AD&D Game Benefit	X	X	X		O	X			X	X		X	X	I
AD&D Game Fluffy Quest		X		X	R		X	X	X	X	X		X	N
AD&D Game Living City I	X		X		K	X		X		X			X	G
AD&D Game Living City II		X		X	*		X		X		X	X		*
AD&D Game International	X				*						X			*
AD&D Game DM Event		X			*	X				X			X	C
D&D® Game			X	X	B		X			X				E
MARVEL SUPER HEROES Game		X			R	X						X	X	R
GAMMA WORLD® Game			X		E		X			X			X	E
Paranoia (West End Games)			X		A			X	X					M
Star Wars (West End Games)		X	X		K	X		X		X				O
Torg (West End Games)		X			F		X				X		X	N
Dark Conspiracy (GDW)	X				A	X				X				I
Space: 1889 (GDW)			X		S			X			X			E
2300 AD (GDW)				X	T		X					X		S
Shadowrun (FASA)			X	X	*				X		X			*
Timemaster (54'40" Orphyte)	X			X	*			X						*
Call of Cthulhu (Chaosium)				X	*	X			X			X		*
Other Sanctioned Events:														
AD&D Game Open		E	E	E	*	E	E	E	E	S	S		F	*
AD&D Game Zef Tournament			E	E		E	E	S		S		F		

E = Elimination round S = Semi-final round F = Final round X = Single-round tournamer

Skum

by R. Derek Pattison

CLIMATE/TERRAIN:	Tropical and temperate/ subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal-Average (1-10)
TREASURE:	Nil
ALIGNMENT:	Lawful Evil (see below)
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	7
MOVEMENT:	6, Sw 15
HIT DICE:	2+2
THAC0:	17
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2-16/1-6/1-6/1-8/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	M (4′-6′ tall)
MORALE:	Steady (11)
XP VALUE:	175

Skum are a race bred by the aboleth from human, demi-human, and other humanoid "volunteers" as beasts of burden and cannon fodder. Skum, however, do not resemble their ancestors. They have an aboleth-like tail and four extremely strong legs, each ending a webbed paw which has two fingers and an opposable thumb. Each digit ends in a retractable claw. A skum's body is covered with a clear, slimy, hairless membrane that is gray-green. While a skum has no external ears, they are not deaf. In the water, they can hear twice as well as a human can in air. The creature's eyes are much like an aboleth's—purple-red and spherical. Having been bred to function in the underdark, skum have 60-foot infravision.

Combat: The skum are pure fighting machines and can attack three opponents at a time, though they usually choose to concentrate their attacks on a single enemy. Skum males have an effective strength of 18 and females have 18/50. Water is the skum's natural element, and when in water they can attack with their bite and all four limbs. On land, a skum's large, buoyant body is clumsy, and the creature suffers a −2 penalty "to hit" and can use only its arms and bite in melee. While in the presence of an aboleth, skum fight until they are victorious, slain, or ordered off by the aboleth.

Skum can be trained to use weapons, but only awkwardly; a skum fighting with a weapon suffers a −2 "to hit" penalty.

A female skum can carry as much as a heavy warhorse in water if the load is strapped to her back. Males can carry as much as a medium warhorse. On land, a skum can carry as much weight as a human with the same strength. A skum's limbs are designed for fighting, not carrying, and they cannot haul loads very far by holding them in their arms.

Habitat/Society: Skum are the end result of at least a millennium of genetic manipulation. They no longer resemble humanity in body or mind. The aboleth have removed what they regard as unnecessary parts—vocal chords, lungs, external ears, hair, hands, etc. The aboleth added what features they thought would be necessary for their servants, such as the tail for swimming and claws and teeth for fighting.

Most skum who still are controlled by the aboleth have low intelligence, but some have been bred to be even less intelligent; some individuals have only animal intelligence.

Skum tend to be as coldly logical as their limited intelligence allows. They have almost no emotions. They communicate with their aboleth masters and with each other through a limited form of telepathy (range 30 yards) that allows them to understand simple commands. Skum telepathy does not allow communications with races other than skum or aboleth, but true telepaths can communicate with skum freely. Skum minds are very susceptible to mental domination. They get no saving throw vs. the aboleth's *enslavement* power and save vs. all other *charms* at −4.

Ecology: Skum breathe through the skin, but their outer membranes must be moist to do so. A skum out of water can breathe normally for half an hour before drying out; afterward, the skum suffers 3d4 points of damage each turn until it dies or returns to the water to rehydrate its membrane.

A skum female lays one egg at a time, after a gestation period of about six months. The egg must incubate on land for four to six weeks, and the female usually buries it in sand or otherwise hides it. If possible, the parents remain nearby to guard the egg. Once hatched, the baby skum is nursed like a human infant and reaches maturity in three years. Skum can live to be about 30, but most die in combat or from abuse much sooner than that. Only about 25% of the eggs laid mature into adults.

Skum have no natural enemies, but most land dwellers in the underdark despise them. A skum unlucky enough to be captured by drow or duergar is in for a long and painful death. Svirfneblin usually take pity of skum captives. Kuo-toa are not known to hate skum, but no skum servant ever has been observed in a kuo-toa city.

Skum will eat anything they can catch, and the aboleth are not above letting them scavenge.

Although the aboleth cannot transform captive humans, demi-humans, or humanoids into skum, they can change them so that their offspring will be skum. This practice has set many lurid tales circulating in the underdark.

Dawnspirit

by Saku Mantere

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional
TREASURE:	Nil
ALIGNMENT:	Any Good
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 15 (A)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Holy Word, fear, quest
SPECIAL DEFENSES:	Brightness, hit only by +1 or better magical weapons, immune to all forms of mental control, immune to poison
MAGIC RESISTANCE:	See Below
SIZE:	M (6′ tall)
MORALE:	Fearless (20)
XP VALUE:	3,000

Dawnspirits are energy beings from the upper outer planes. Each dawnspirit's alignment matches the alignment associated with its home plane (for example, a dawnspirit from the Seven Heavens would be Lawful Good). The origins of these creatures are a mystery, but one theory is that they are the spirits of truly great heroes and other champions of good who died fighting evil on the outer planes.

A dawn spirit cannot leave its home plane unless sent forth by the plane's ruler or summoned by a good creature employing a *gate, wish,* or *limited wish* spell. The caster's alignment and motives must be pure for a dawnspirit to heed a summons. Once summoned, a dawn spirit may wander the new plane for a few days or weeks before returning home. A dawnspirit can communicate telepathically.

On their home plane, a dawnspirit's form is a ball of brilliant sunlight, much like a will-o-wisp, only brighter. When summoned to another plane, a dawnspirit acquires an aesthetically beautiful, but androgynous, form which glows with a pure, white light.

Combat: Dawnspirits attack with two fists and a powerful kick. They can divide the attacks as they see fit.

The pure light radiating from a dawnspirit causes fear in evil creatures who see the dawnspirit. Creatures of less than three hit dice automatically flee at their fastest movement rate until they are out of sight and for 1d3 rounds thereafter. Creatures of three or more hit dice save vs. spells or are paralyzed with fear for 1d4 + 1 rounds. Undead who make the saving throw still suffer a −2 "to hit" penalty when within 40 feet of the dawnspirit.

Once per day, a dawnspirit can utter a powerful *holy word.* This ability sometimes is called "the voice of the gods." Extra-planar evil creatures within 60 feet are automatically forced back to their home plane if not already on it. (This effect works even if the dawnspirit is not on its own home plane.) All other evil creatures within 60 feet are affected as if struck by a normal *holy word.* In addition, good creatures within 30 feet gain a +2 "to hit" and damage bonus for 1d4 + 1 rounds.

A dawnspirit's alien mind is completely immune to magical control of any kind, and, since its body is made up of pure energy, it cannot be drugged or poisoned.

Habitat/Society: Dawnspirits have no real society and, as beings of pure energy, they can live anywhere. Most deities dwelling on the upper outer planes are attended by a staff of dawnspirits who act as messengers and intermediaries. Some sages believe that dawnspirits might be involved in the granting of priest spells.

Though mortals can summon them, dawnspirits serve only at their own discretion and never will knowingly commit an evil act or assist an unworthy being. If asked to do something selfish or evil, a dawnspirit immediately returns to its home plane. When summoned by any means, a dawnspirit instinctively knows the summoner's general character and intentions, and bases its decision whether to appear on the merits of the situation.

The DM must decide what a summoned dawnspirit will do, but here are some guidelines: Summoner has followed his alignment strictly and is beset by extra-planar creatures he cannot otherwise combat—100% chance to appear. Summoner endangered by extra-planar creatures—75% chance to appear, but dawnspirit demands that the summoner complete a *quest* of the dawnspirit's choosing in return for its aid. If the summoner agrees, he is automatically subject to the *quest,* no saving throw. Summoner's alignment performance has been exemplary, but summoner or beings dependent on the summoner not in great danger—50% chance to appear, demands *quest.* Summoner's alignment performance has been unsatisfactory or summoner facing encounter he probably can complete on his own without risking death or injury—25% chance to appear, demands *quest.*

Ecology: Dawnspirits have no need to eat, sleep, or breathe. They can survive in the vacuum of space, in the depths of the ocean, or anywhere else in the universe, except the Negative Material plane, which they cannot enter. They have no enemies except evil creatures who hate them for their goodness.

Dragite

by Joseph O'Neil

CLIMATE/TERRAIN:	Any dragon lair
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-9)
TREASURE:	incidental (see below)
ALIGNMENT:	Neutral
NO. APPEARING:	40-160
ARMOR CLASS:	8
MOVEMENT:	6 (12)
HIT DICE:	1-2 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1′ tall)
MORALE:	Unsteady (5-7)
XP VALUE:	5

Dragites are tiny, vaguely mole-like humanoids. Sometimes called "dragon mites," they make their homes in the lairs of any dragons who will tolerate them. A dragite's torso is covered with coarse brown fur. Most dragites, however, dye their fur to match the color of their dragon host. The skin on a dragite's face, hands, and arms is rough, scaly, and light gray. Dragites have large, protruding ears and long snouts, giving them keen senses of hearing and smell. Although must dragites are nearsighted, they can see well in darkness and have infravision to 30 feet.

Most dragites speak only their own language, However, about 10% of them (those with average intelligence) also speak their host dragon's tongue.

Combat: Dragites are shy, peaceful, and usually inoffensive. They bear no malice toward any particular race or species. When possible, they flee from any potentially dangerous encounter, seeking safety in small tunnels (which they dig themselves) or in any other cramped space they can fit into. The only time a dragite will fight willingly is to defend its mate or offspring.

Habitat/Society: Dragites are fair miners, and live in small tunnels they dig in the walls and floor of the dragon lair where they live. They avoid any locale where they cannot make their homes by tunneling through rock.

The entire life of a tribe of dragites revolves around their dragon host—the dragon is both provider and protector. Dragites eat by scavenging the leavings of a dragon's meals (which helps keep the dragon's lair clean). They supplement their diet with whatever food they can gather on their own.

The dragites care for the host dragon, keeping it clean and tending its wounds. A dragon who allows dragites into its lair is generally healthier than one that does not. A wounded dragon sleeping in its lair regains six hit points a day if tended by dragites.

Dragites can be hard to locate when they don't want to be seen, as they can hide behind almost any small object. This makes them excellent scouts. They normally range as much as a mile from the lair, willingly bringing back news to their host dragons. They even have been known to wake sleeping dragons when hostile creatures come too close. Some dragons use their dragites as spies, allowing the dragon to survey the countryside without revealing its own presence.

Though dragites have no interest in wealth, they love shiny objects, particularly brightly colored gems and jewelry. They frequently filch these items from the dragon's hoard, along with the occasional gold or platinum coin or small magic item. If this thievery goes unchecked, a tribe of dragites can remove up to 10% of a dragon's hoard and hide it away in their minuscule tunnels, where the dragon cannot reach. For this reason, only about 20% of all dragons will have dragites in their lairs. Very patient and kind dragons can, occasionally, persuade their dragites to return an important item—particularly if they have access to *charm* magics.

Most dragite tribes have equal numbers of male and female adults, plus young of both sexes equal to 20% of the adult population. Venerable or great wyrm host dragons often have dragite tribes two or three times normal size.

Most tribes also will have a dozen or so leaders of average intelligence, these leaders can speak the host's tongue and are the only dragites that communicate directly with the dragon. Nevertheless, all orders and tasks the dragon assigns are shared, and there is no single, dominant chieftain. The tribe's only lord is the host dragon. Each dragite reveres the dragon and will do almost anything the dragon commands, short of charging directly into combat. However, dragites are aggressive enough to set traps for unwary invaders, steal from them, or harry them.

Ecology: Dragites are timid scavengers that are easy prey for other creatures. Kobolds, goblins, and orcs are fond of killing or enslaving them. Without their dragon protectors, dragites soon would be extinct. Sometimes a host dragon will trade a few of its dragites to another dragon of the same species in exchange for a bit of treasure.

Dragites reproduce the same way humans do, and an adult female can give birth once every three years. Young dragites mature in two years and most live to be about 40. A tribe of dragites leaves a dragon's lair only when driven out.

Mosquito, giant

by Jeffrey Morris

	Wriggler	Male	Culex	Anopheles
CLIMATE/TERRAIN:	Any Water	Any	Any	Any
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Swarm	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)	Non (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3-30	2-24	2-20	2-16
ARMOR CLASS:	7	5	3	3
MOVEMENT:	Sw 6	6, Fl 15 (B)	6, Fl 24 (B)	6, Fl 18 (B)
HIT DICE:	4	6	7	8
THAC0:	17	15	13	13
NO. OF ATTACKS:	1	2	1	1
DAMAGE/ATTACK:	1-6	1-4/1-4	1-8	1-12
SPECIAL ATTACKS:	Nil	Nil	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5′ long)	M (7′ long)	L (9′ long)	L (12 ′ long)
MORALE:	Fearless (20)	Fearless (20)	Elite (14)	Elite (14)
XP VALUE:	120	420	975	1,400

Giant mosquitoes are a plague to humans and other warm-blooded creatures. They can exist in any climate or terrain except in completely waterless deserts. They seek out mammalian blood to produce their young. A giant mosquito begins life as a larva or wriggler, then metamorphoses into either a female or male adult (the males of the two species described here are nearly identical).

Wrigglers look like large, aquatic caterpillars. Their broad heads have antennae on the front and compound eyes toward the back. They have long, hairy mandibles for biting prey.

Female adults have long proboscises equipped with internal stylets for seizing prey; the males' proboscises have no stylets, but males do have sharp claws on their front legs. Otherwise, adult males outwardly resemble the females of their species. All giant mosquitoes have two wings, six legs, and compound eyes. When flying, they can hover, take off and land vertically, and fly backward at one-third speed.

Culex mosquitoes have mottled gray thoraxes. Their abdomens have black and gold bands. Culex wings are clear and scaleless, allowing them to fly faster and farther than Anopheles mosquitoes.

Anopheles mosquitoes have brown thoraxes and black bands on their abdomens. Their legs and proboscises are longer and more powerful than the culex's, and their wings are covered with heavy black scales.

Combat: Wrigglers grab prey with their mandibles. If the victim is small or tiny, the wriggler will hold on and try to swallow it; the victim takes no damage from the mandibles, but must save vs. death each round or be swallowed. Only killing the wriggler or a successful *bend bars* roll will free a victim. A swallowed victim suffers 1d6 points of acid damage each round until totally digested. A wriggler can be attacked internally only with small cutting weapons such as daggers, and then only if the weapon was in hand when the victim was swallowed, A wriggler's internal Armor Class is 7.

Males simply slash at opponents with their claws. They vigorously defend the swarm's females and never retreat or surrender.

Females stab victims with their proboscises. If a female giant mosquito inflicts six or more points of damage in a single hit, she has grabbed her victim with her stylets and will begin draining the victim's blood the next round. Each round of blood drain robs the victim of one point of Strength and gives the female mosquito one hit point. When the mosquito has drained as many points of

Mosquito, giant

Strength as she has hit dice (seven points for a culex, eight for an anopheles), she detaches herself and flies away to lay eggs.

Lost points of Strength are regained at the same rate as lost hit points, either through rest or magical healing. However, all Strength losses must be restored before any damage can be cured. A victim drained to less than three points of Strength falls unconscious. A victim drained to a Strength of zero dies.

Many giant mosquitoes carry a horrible disease with variable effects. The chance that a mosquito carries a disease varies with the climate: Arid/tropical 25%, non-arid/tropical 50%, temperate 10%, sub arctic 5%, arctic 1%. A creature bitten by a diseased mosquito must save vs. poison or develop the disease in 3d12 hours. A victim can acquire the disease only once during a single encounter with a group of giant mosquitoes. When the disease appears, roll 1d4 for the effect: **1.** The victim becomes incapacitated by alternating fever and chills which persist for 1d3 days. These bouts of fever and chills recur every 1d4 + 1 months for the rest of the victim's life or until the disease is cured. During the initial attack, the victim must make a Constitution check each day or die. The recurring attacks, if any, are painful but not deadly. **2.** One of the victim's limbs (determine randomly) swells to four times normal size and becomes useless. The victim loses one point of Dexterity, Constitution, and Charisma; if the limb is a leg, the victim's movement is slowed by half. The swelling and penalties persist until the disease is cured. **3.** The victim's eyes and eyelids become swollen, causing blindness. A *cure blindness* spell temporally restores sight (1d4 days), but the condition persists until cured. **4.** The victim's Strength and Constitution drop by five points and the victim falls into a coma for 2d12 hours. If either ability score drops to zero or less the victim dies. The bouts of coma recur every 1d4 + 1 months for the rest of the victim's life or until cured.

Habitat/Society: Culex mosquitoes most often dwell in urban areas, where the supply of human and demi-human blood is abundant. Anopheles mosquitoes prefer animal blood, and usually are found in the wilderness. Female giant mosquitoes lay eggs every time they drain their fill of blood—10-30 eggs per clutch. A single female giant mosquito can lay as many as 300 eggs in her lifetime. About two-thirds of the eggs hatch and become wrigglers. Since wrigglers are cannibalistic, only about one in 10 wrigglers becomes an adult. It takes about a month for an egg to become an adult mosquito. Adult males live about one month, females live two or three months.

Giant mosquitoes travel in swarms of assorted individuals of the same species. To randomly determine the size of a swarm, roll once for males and once for females according to the entry in the **Number Appearing** entry. The swarms lair in hollow trees, caves, or abandoned buildings. If the temperature drops below freezing, most giant mosquitoes die, but some hibernate, especially wrigglers, who bury themselves underwater.

Ecology: Wrigglers consume fish, insects, and any other creatures they can catch underwater. Though they will attack and kill anything, the seldom eat creatures they cannot swallow whole. Wriggler meat is considered a delicacy in some parts of the world. Adult mosquitoes eat only blood. In addition to nourishment, females need large quantities of blood to stimulate their ovaries to produce eggs. Many insectivorous animals prey on giant mosquitoes, including giant bats, frogs, toads, and dragonflies; giant mosquitoes are too stupid to fear these creatures.

Everwinking Eye

Who's Who In Mulmaster: Part 2

by Ed Greenwood

"What rules the world? Maidenly wiles? Battlefield valor? Great Art? Nay, 'tis scheming ambition."

Velm Blackrood
A Ruler's Guide
Year of Swordforging

That quotation captures the essence of most Mulmasterites—scheming ambition. Our look around their city will grow interesting, Elminster promised me, as we descend from exalted ranks and positions into the everyday existence of common folk. We've still a few rungs to go, mind you, to reach the gutters. . . .

The Archpriests and the Lesser Clergy

The Archpriests receive annual salaries of 7,000 gp from the city treasury, in addition to those monies at their disposal from their temples. At present, the high priests are:

* Ghondomeir Hazathal, LN hm 11th level priest/11th level wizard (dual class), member of the Cloaks, and High Priest of Azuth (temple: The Tower of Mysteries, 16 specialty priests).
* Szchulan Darkoon, LE hm 19th level priest, High Imperceptor of Bane (temple: The Black Lord's Altar, 22 priests).
* Milauteera Argauthiir, LE hf (some drow blood) 9th level priest, Whipmistress (High Priestess) of Loviatar (temple: The High House of Hurting, 24 priestesses).
* Ghallas "Foesmiter" Khenistar, CN hm 14th level priest, High Priest-Captain of Tempus (temple: The High Hall of Swords, 16 priests).
* Naneetha Danchul, CG hf 11th level priest, The Hand of the Lady (High Priestess) of Tymora (temple: The Gate of Good Fortune, 9 lesser priests and priestesses).
* Dondabbar Kesker, CN hm 10th level priest, High Priest of Waukeen (temple: The House Built On Gold, 29 priests and priestesses).

There are also shrines to Lathander, Malar, Mask, Talos, and Umberlee.

Merchants of Mulmaster

Some of the more influential and well-known merchants of Mulmaster include:

* Cassalar Chartuir, who sponsors many caravans.
* The fishing-fleet operator Vosk Thardiir, who maintains fish-breeding pens along the banks of the Llarpiir. The Llarpiir drains The Flooded Forest into the River Lis and is shown on *The FORGOTTEN REALMS® Campaign Set* map.
* The rival merchant fleet ship captains Mornrune Halmassant and Ghondalae Irlstar.
* Dabbas Thunt, the rotund and shrewd purveyor of fine wines, who seems to have an awesome thirst for wine—yet is always sober.

Artisans of Mulmaster

Mulmaster's wealth comes primarily from the shipping of goods to and from the Moonsea area and the Inner Sea lands and the Realms beyond. However, it does boast skilled shipbuilders, smiths of Master Armorer skill (q.v. "The Smith," in issue #70 of DRAGON® Magazine), and jewelers, who cut and set stones mined in the north for sale in more southerly lands. The jewelers also have been known to rework certain well-known stolen gems and pieces of finery into different forms. Citizens in Mulmaster and other Moonsea cities favor jewelry of blued and silvered iron worked in intricate scenes and patterns and adorned with small red or amber gems and tiny moonstones.

Accommodations

Visitors to Mulmaster can usually expect to pay 2 gp a night for a bed, hot meal, and unlimited (and watered-down) house ale. Private or semi-private rooms, stabling, and good drink or spectacular food cost extra. "The works" usually runs around 6 gp a night—beyond the reach of most non-adventuring types except traveling priests and well-to-do merchants. As one tavernmaster explained to a patron who objected to a price of 1 silver piece for a tankard of good dark ale, "This is a city where everybody stiffs everybody else."

Good inns in Mulmaster are the *Traveler's Cloak* (large, cozy, and expensive); *The Black Blade and Bloody Boar* (rowdy but relatively cheap); *The Flying Bed* (named for a long-ago mage's famous prank; quiet and well-tended); *The Leaning Boot* (dirty and cold, but also dirt cheap), and *Windsnug Hearth* (new and yet to become popular).

The "Blade," the "Bed," and the "Boot," near the docks, are often referred to in the same sentence (as in, "I've been to the Blade, the Bed, and the Boot, but he's nowhere to be seen!" or "I wouldn't try *that* in the Blade, the Bed, or the Boot!") Windsnug is near the west wall in the quieter area of the city where the merchants' houses crowd together. And the Cloak is halfway up a sloping street in the southeastern end of town close to the South Road Keep and to some of the grand houses of the noble and the wealthy.

The inns of Mulmaster all have large numbers of staff, including hired bouncers, and they tend to be owned behind-the-scenes by Blades or wealthy Lords.

Visitors to Mulmaster who intend to stay for more than two rides (twenty days) are advised to sell their horses and take rooms at one of the many "tallhouses" (so named because they are very tall and narrow) that can be found in the older, less wealthy areas of the city. These can be filthy and rowdy or merely shabby and quiet, depending upon the occupants. Tallhouses are found in great numbers along Shoah Street.

Taverns

Visitors and non-noble citizens of Mulmaster can be found after dark gathering at the many taverns and dance-houses of the city. "If you want to sing or fight or just drink deep, go to a tavern," Thuskiir Moonthal of the *Windsnug* advises dryly. "If you want to dance and flirt and meet one who may be thy true love—at least for a night or two—go to a dance-house. If you want to eat and sleep, come here."

Food is also available before sunset in taverns and from street vendors. The famous *Oxpit Tavern* got its name from

its usual fare. Some of the taverns include:

* Candlemask Tavern (dingy, labyrinthine, and large, with many small booths; favored by those with shady business meetings to conduct or escorts to meet). Proprietor: Guldeen Thirp (CN hm 4th level fighter).

* The Drunken Rothe (so named for its near-destruction by a drunken rothe unloaded from a ship 20 years ago; large, rowdy, in bad repair, and near the docks). Proprietor: Thalask Nimmere (NE half-drow male 1st level fighter, under-the-table purveyor of poisons to all).

* The Old Forge (once a forge, the large forge-pit is still used as a central oven by day, the food tending to arrive at the tables burnt; very noisy and the scene of many fatal brawls). Proprietor: Albas "Hooknose" Laskairan (CN hm 6th level fighter, of massive build and rough humor, voice, and manners).

* The Pink Posset (grandly decorated—gaudy, some call it—and respectable with prices to match). Proprietor: Hadjas Maerthar (NE hm 1st level fighter, of snooty manners and huge paunch).

* The Bottle Stop (an old, dusty, quiet tavern frequented by veterans who like to gamble or just play at table games to while the time away; prices low, charming carved-wood decor). Proprietor: Melhound Lasprum "The Old gut" (CN hm 4th level fighter).

* The Quench and Wrench (a tacky, tumbledown place where traveling shows are often hooted at and bottle-pelted from the rickety stage therein; loud, dirty, and frequented by thieves). Proprietor: "Sleepy" Yhart Eghulsun (NE hm 1st level thief, slim and laconic, always looks bored—possibly because he always has at least 10 bouncers on duty).

* The Scrannel Port (a "scrannel port" is a squeaky door in local old speech. This inn is so named for its old, very wide, squeaking front door. It is cozy and safe; people come to have a good time and listen to minstrels or watch jugglers and mountebank-clowns, and only rarely do they fight or jeer). Proprietor: Rauntir Jilehus (NG hm 6th level fighter, the owner of a magnificent black beard).

* Yauthgiir's Flagon of Welcome (just "Yauthgiir's" or "the Flagon" to regulars; a cozy, homey dump favored by adventurers, where no questions are asked and no prejudices allowed. Much fencing of stolen goods and trades of odd merchandise take place—such as 40 ivory tombstones, only used once, traded for a week's iron rations, a hundred feet of good rope, and a barrel of beer). Proprietor: Narbutt "the Black" (NG hm 5th level fighter, who whittles tiny wooden figurines all day long and can throw the knife he carves with hard and accurately from end to end of his taproom).

Dancehouses

The dancehouses are fewer than the taverns, are more expensive, and are places to show off one's finery and outrageous costumes. Many are little-known private clubs. Of the "open door" dancehouses, the four most popular are:

* The Wave And Wink (bawdiest of the houses. It is a place where the wealthy and not-so-wealthy come and enjoy loud and fast ballads of the Dragonreach performed by Marric the Minstrel (harp and voice) and the Mulmasters (flute, lute, drum, and chant). The same songs and jokes are heard almost every night, so many patrons sing along and jeer at or yell out the punchlines before the affectedly dignified Maeric gets there). Proprietor: Kathae 'Deepeyes' Vantharn (CG hf 1st level fighter, of great beauty and impish humor).

* Jharelle's (dimly lit, perfumed, and mysterious place filled with hushed voices, echoing lute and harp music, and richly-dressed couples). Nine monstrous bouncers clad in black keep Jharelle's a quiet, peaceful place; Jharelle, regally beautiful in a succession of long white side-slit silk gowns with gauzy drapery and thousands of tiny white pearls, greets everyone, checks on patrons to ensure they're having fun, and suggests this or that exotic liqueur or snack. Proprietor: Jharelle (LN hf 1st level fighter, of beauty and impeccable manners).

* The Velvet Glove (named for the assumed moniker of its unknown owner, probably the High Blade Selfaril). This establishment caters to the openly lascivious and the professionally skilled, and has many curtained alcoves and dark corners. It is rumored that nobles of the highest rank occasionally come here masked—as many patrons do—to enjoy themselves away from servants and rivals and the family. Proprietor: Mavra Shalteen (NE hf 5th level thief, secretly a servant of Selfaril; cool and cynical and always alert for trouble or gain).

* The Dancing Lights (lit, as the name suggests, by multiple *dancing lights*, created by young Cloak apprentices under hire. It is a place for people who really want to dance, boasting a large dance floor and good musicians. Proprietor: Jallbuth Maercrom (LN hm 3rd level fighter, a good singer who likes to lead the occasional tune while walking about the dance floor).

Current Clack

* A wizard in Surd, the wealthy farm market town in Sembia, has been slain and his tower plundered—by something that escaped from *inside*. Rallowglass Hynraun was a quiet, reclusive mage known to be working on augmenting the powers of several magical staves he invented. Possibly a creature he summoned or animated in this work killed him and stole his money and magic . . . while vandalizing most of the tower's contents. Early talk of a terrasque is surely unfounded; what would such a beast want with magical rings, scrolls, wands and potions? A greater danger is a creature able to use all the magic it is currently hording, able to readily hide among folk, and reveal its magical strength only when it wishes to strike.

Some folk in Surd believe that Rallowglass owned more than a dozen wands, as well as many small items of magic (collecting such things was evidently a hobby of his). More than one wizard of Sembia has arrived in Surd to examine the wreckage. There is talk Rallowglass had a secret refuge elsewhere in Faerun—or perhaps even on another plane—where he kept favorite magic and spare spellbooks for emergencies. Perhaps these wizards are looking for some clue as to where this refuge might be found. The creature who became Hyrnaun's doom may, of course, be waiting there for them. . . . ❑

Into The Dark

Fantasy Without Dragons

by James Lowder

You can't get any better	*****
Entertaining and enjoyable	****
There are worse films	***
Wait for cable	**
A waste of good tape	*

Edward Scissorhands

1990, 105 Minutes
Fox
Director: Tim Burton
Cast: Johnny Depp, Winona Ryder, Diane Wiest
****1/2

Tim Burton turns out some of the most entertaining fantasy films around, and *Edward Scissorhands* is the best of a good lot.

The story of poor Edward is a modern fairy tale, one in which the hero happens to have deadly scissors for hands. After a friendly Avon Lady (Diane Wiest) rescues him from the lonely castle in which he lives, Edward discovers that the "civilized" world isn't all it's cracked up to be.

Burton is really telling the story from *Beetlejuice* over again with *Edward Scissorhands*, reversing the roles of hero and villain. In the first film, the obnoxious ghost Beetlejuice is the bad guy, preying upon the living and the recently dead; the fantasy character is the shark in society's pool. Edward, though he might appear to be the shark, is really no match for the people who populate Burton's colorful, but twisted suburbia. The packs of housewives and back-slapping husbands are simply too much for him.

Like most of Burton's films, this one stumbles in the climax. The violent resolution to the conflict between Edward (played expertly by Johnny Depp) and Jim (Anthony Michael Hall, who must have worked out for two years for this part) is unsettling. Perhaps we don't want to believe Edward has been tainted by his visit to suburbia, but that does not silence the false ring the violence sounds with the audience. Still, the film's epilogue is powerful—another of Burton's trademarks—and the final images are as stunning as the closing shot of the Dark Knight atop the skyscraper in *Batman*.

Great performances by Vincent Price and, as always, Winona Ryder, help to make the film shine. The soundtrack, by Burton favorite and Oingo Boingo veteran Danny Elfman, is powerful and moving. Even if you saw *Edward Scissorhands* in a theater, you'll find it worth another look.

Biggles

1986, 100 Minutes
New World
Director: John Hough
Cast: Neil Dickson, Alex Hyde-White, Peter Cushing
***

Jim Ferguson (Neil Dickson) is a young American businessman who keeps getting pulled through a hole in time back to the Western Front in WWI, where he inevitably crosses paths with Sopwith Camel pilot James "Biggles" Bigglesworth. Together, they destroy a German sound weapon and make England safe for democracy and tabloid newspapers.

While the story for this film is new, the character of Biggles is not. Capt. W. E. Johns wrote about the WWI pilot—along with his pals Algy, Bertie, and Ginger—in a series of children's adventure stories. The Monty Python fans out there might recognize the name, too; they tossed Biggles jokes into quite a few sketches.

The sections of the film that take place on the Western Front capture the tone of the original stories pretty well, and Hyde-White does a great job as Biggles. Fans of pulp heroes like the Lone Ranger or Captain Midnight will find these WWI scenes fun to watch. The rest of the film is tepid at best. Keep the mute button handy throughout; *Biggles* has one of the most annoying pop soundtracks to come along in years. There's nothing quite like syntho-pop as background music for trench warfare.

At first glance, *Biggles* might appear to be a science-fiction flick, not fantasy. While it does concern time travel, the plot device is as magical as the tornado at the start of *The Wizard of Oz*.

The Adventures of Baron Munchausen

1989, 126 Minutes
Columbia
Director: Terry Gilliam
Cast: John Neville, Eric Idle, Sarah Polley, Jonathan Pryce
****

There really was a Baron Munchausen—Karl Friedrich Hieronymus—and the tall tales he was fond of spinning have been turned into a number of films, the first all the way back in 1909. The Munchausen story, with its inherent theme of fantasy versus reality, was a natural for director Terry Gilliam.

It's the Age of Reason, late 18th century, Wednesday. In order to save a town from the rampaging Turks, Baron Munchausen sets off to find his four extraordinary servants—Adolphus, who has amazing eyesight; Albrecht, the strongest man on earth; Gustavus, who can out-blow a hurricane; and Berthold, the fastest man alive. With him is Sally, the young daughter of an actor who was portraying Munchausen on the stage.

Gilliam tells nightmare tales about the filming of *Munchausen*. It was one of the costliest films ever to be made in Europe, and way overbudget almost from the start. The story had to be cut and replotted for budget reasons during shooting. Sean Connery and Marlon Brando backed out of parts set for them. The list goes on.

All this strife shows in the weakest section of the film—the visit to the moon. In a part originally designed for Connery, Robin Williams goes way overboard as the king of the moon, rambling through all sorts of schtick and bogging the film down.

Despite this tedious interlude, Gilliam's version of the Munchausen cycle is genuinely entertaining, with wonderful performances, especially from Oliver Reed as Vulcan and Uma Thurman as Venus. Jonathan Pryce steals the show as the Right Ordinary Horatio Jackson, the tyrannical guardian of reason set against Munchausen's fantastic tales and feats. In all, the movie has the same charm as the Ray Harryhausen Sinbad films of the fifties. ❑

Broken Photocopiers

Artifacts And The GAMMA WORLD® Game

by Bruce Nesmith

The new GAMMA WORLD® game hits the stands in April. The 160-page rule book will offer more action, new mutations, and unlimited opportunities for adventuring in this irradiated science fiction realm. It will also offer a new treatment of artifacts. Here's a sneak peek.

Examining And Using Artifacts

An artifact is anything left over from before the Time of Troubles or anything not readily understood by the characters. Such artifacts are valued items, and even the broken pieces of one can fetch a good price from the right buyer.

Whenever possible, the Game Master should make the players role play the deciphering of artifacts. This makes the game much more fun.

When an artifact is discovered, have the examining character make a Use Artifacts roll, comparing it to the artifact's listed complexity rating. If the artifact is not listed in the game book, assign your own rating. The table below can be used as a guide for assigning complexities.

If the initial roll is failed, the character might only find out what material it is made of, its color, and its general shape. If the roll is successful, however, the character is treated to an accurate description of the device and where the controls are located.

Furthermore, when the experimenting character is about to do something potentially dangerous with the artifact, allow him another Use Artifacts roll. If the roll fails, the character suffers the consequences. If the roll is successful, the Game Master gives him a clue that what he is about to do with the device might not be such a good idea. For example, the GM might say, "Just before you push the red button, you realize that red sometimes signified danger for the ancients." If the character still wants to push the button, so be it.

One bad side effect of role playing the deciphering of an artifact is that it reduces the usefulness of the Examiner character class. The best way to make these characters useful again is to allow them to see clues on an artifact other characters can't see. For example, the examiner might know some of the common symbols or printings used by the ancients. If he sees these on an artifact, he could know something about its nature or how to begin making it function.

Unfortunately, there are situations where role playing the examination of an artifact is not reasonable. For example, it is possible there are artifacts too complex to assign functions for each and every control and knob. In addition, some artifacts might be too easily recognized by the player. An airplane cockpit is an example of the former, as there are too many switches, dials, levers, and buttons for the Game Master to assign individual functions. A car is a good example of the latter. The players might immediately recognize what their characters should not.

Difficulty	Artifact
10	Manual pencil sharpener
11	Can opener
12	Blow dryer
13	Blender
14	Vending machine
15	Adding machine
16	Telephone
17	Lawn mower
18	35mm camera
19	Photocopier
20	Car, automatic transmission
25	Car, manual transmission
30	Steam shovel
35	X-ray machine & developer
40	Personal computer
45	Airplane
50	Mainframe computer

Artifacts are rated for their complexity. The complexity is strictly relative to how hard it is to decipher the most basic functions of the device. This is not the same as understanding the principles of how it works. For example, the character might figure out that when he pushes two buttons in sequence, an orange beam of light shoots out and burns whatever it touches. He doesn't know how or why it happens, but he can make the device work.

Artifact Diagram

The complexity of the artifact and the character's Use Artifacts score are employed with the Artifact Diagram. The diagram is part of the proud heritage of the GAMMA WORLD game. If used properly, it can add tremendous flavor to the game. It is particularly useful for deciphering simple objects that are easily recognized by the players. For example, if the characters find a chainsaw, it would be instantly recognized by the description. Therefore, the Game Master might refuse to describe it other than in vague terms, forcing the character to use the diagram to decipher the device.

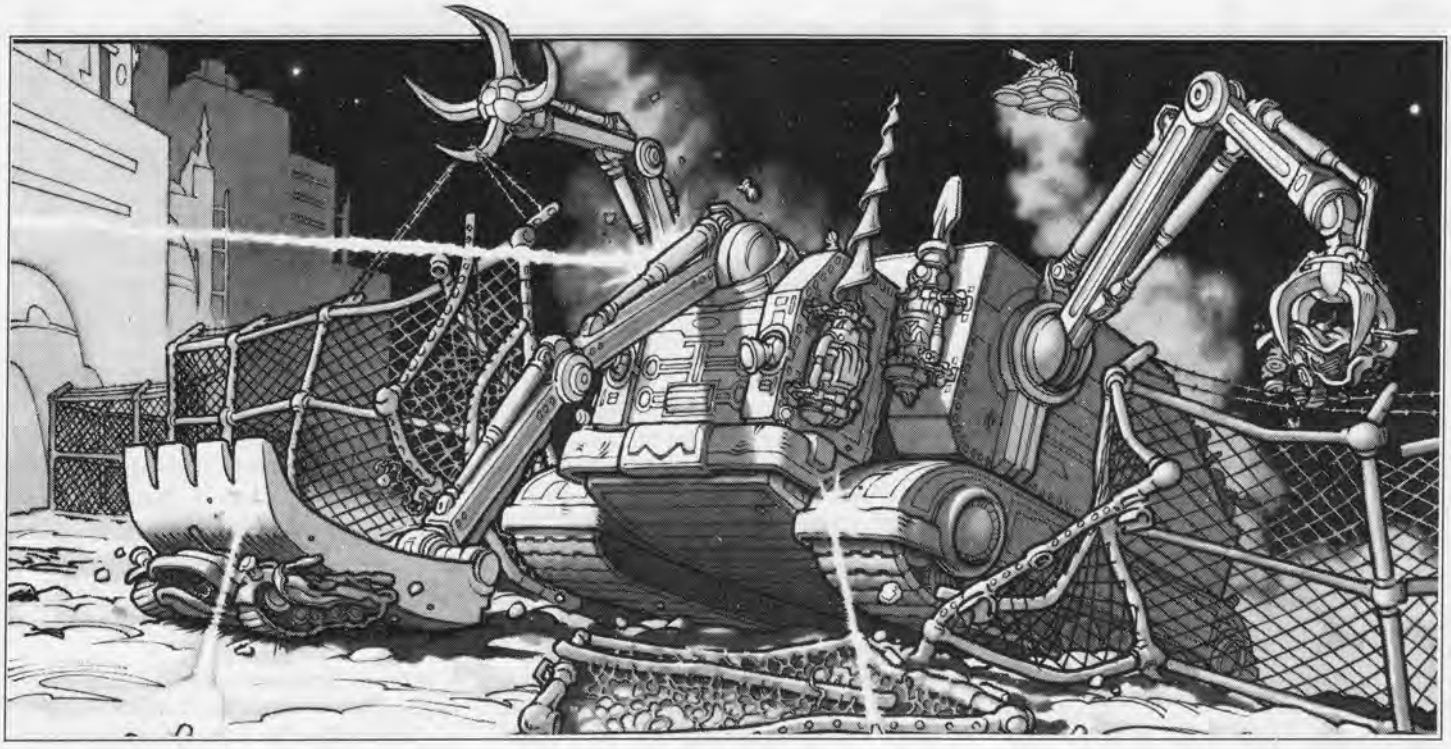
* Starting position on the diagram equals the artifact's complexity score minus the character's Use Artifacts score.
* Roll 1d10 to determine which line on the diagram to follow.
* If the number rolled is not on the diagram, the character made no progress with that effort.

If the character's Use Artifacts score is greater or up to one less than the complexity of the artifact, he automatically figures out the device. If the starting position is greater than 20, he cannot succeed.

On the diagram, roll a 1d10 to determine what happens when the character starts tinkering with the artifact. If there is no matching number for the die roll, then the character remains in that position on the chart. Each time the character moves to a new box or circle, describe the results. For example, "you hear a click," or "a side panel shifts slightly," or even "you tried blowing in it and nothing happened." Remember that trying something and failing still eliminates a possible function of the artifact. By eliminating the options, one by one, the character might come up with the real function.

If the character ever arrives at a box with a number higher than the artifact's complexity (or his starting box number, whichever is higher), he must stop. He assumes that the artifact is either useless or beyond his abilities to comprehend.

It is assumed that every step on the diagram represents a full minute of examining. An artifact always takes at least as many rounds to examine as its complexity rating.



Artifact Breaks: A portion of the artifact is damaged, and the character knows he broke it. It cannot be easily repaired. The extent of the damage must be determined by the Game Master.

Assumed Broken: The artifact has fallen apart, and the examining character assumes he broke it. He is unable to reassemble the artifact without help from an outside source, another character, a manual, or other means.

Assumed Useless: Anytime the character arrives at a numbered box higher than the one he started at, he is through examining the artifact. He has come to the definite conclusion that the artifact is completely useless or broken. Since there is no box higher than a 20 on the chart, a direct Assumed Useless result has also been provided.

Dangerous Event: The examiner or somebody nearby is injured by the artifact. It can be as minor as pinching his finger in a joint to blowing his head off with a laser pistol. It is up to the game master to determine the exact effects depending upon the artifact's power. The GM is encouraged to give weapons a 50-50 chance of hitting the examiner or other nearby character. On the diagram, the character returns to the circle that got him here.

Falls Apart: One or more pieces of the artifact fall off. The pieces are not damaged, but they must be put back on.

False Function: The character is sure that he has solved the riddle of the artifact. He knows exactly what it was used for. The player should never be told that he is using the artifact wrong. If he ever receives direct evidence the artifact might have a different function than the one he figured out, he is allowed a new trip down the diagram.

Reassembled: The character has successfully put the artifact back together after it fell apart. He can now return to trying to decipher its true function.

True Function: The character has learned a true function of the artifact. This does not mean that he uses it in the most efficient manner, but he can use it.

Optional Rule: For particularly difficult artifacts, examiners normally unable to decipher them are given a chance. The GM might rule that each position on the chart represents a day, week, or month. The character always starts at the 20 position in these cases. It can take a long time, but the character might eventually be able to figure out a really tough artifact.

Modifiers

There are many situations that will improve a character's chances of figuring out an artifact. Even simple artifacts can be difficult to master if the examiner has no clue to their purpose. Use the table below to modify the character's Use Artifacts score. If the modifiers force the starting position on the diagram below 2, the character is automatically able to figure it out, but it will still take some time.

Bonus	Modifier
+2	Seen it used once at a distance
+4	Seen it used close or repeatedly
+5	Used one long ago
+2	Used something similar long ago
+8	Used one recently
+3	Used something similar recently
+2	Following recalled instructions

An artifact's surroundings can be a clue to its function. For example, an artifact found in an armory might be a weapon of some sort. ❑

The Living Galaxy

All That Glitters Sure Is Nice: Part 2

by Roger E. Moore

This edition of *The Living Galaxy* continues our look at developing new and unique treasures for your campaign. We'll start with a few sources you can use to create valuables that most science-fiction characters would love to find.

Treasure by the Ton

High-tech civilizations are very good at mass production. The scale of wealth that we use today in Western society is nothing at all like what an ancient Egyptian pharaoh would have used. Plain glass was considered precious for thousands of years; now, almost anyone can get it.

Jammed into the holds of starships, bank vaults, caches, and warehouses will be literally millions of valuable things of every conceivable sort. The game rules you are using might have a list of different cargos commonly carried by merchant spacecraft. If nothing else, it should have lists of equipment adventurers can purchase, which will serve as a start for the GM to create treasure lists for his own campaign.

But no matter how many items your game rules present, you can always think up more things—or else steal them from other sources, such as the following:

SF literature: The list of special treasures and technical items offered by modern science-fiction writers is staggering. Larry Niven created the anagathic (anti-aging) drug called boosterspice for his *Known Space* tales, and Niven's other stories describe human and alien weapons such as the tasp (a "weapon" that excites the pleasure centers in the brain, reducing a foe to incompetent bliss) and the slaver disintegrator, which destroys matter. Even human organs can become valuable trade items, as shown in his stories about organlegging, the crime of dealing in body parts taken from murder victims.

There's more where that came from. Frank Herbert's *Dune* novels brought us melange, a life-prolonging spice that also grants psychic powers to a few. Bob Shaw invented slow glass, a transparent material that captures and stores images within it, playing them back after a set period of time like a delayed-action video recording. Astronauts in Isaac Asimov's story, *The Martian Way,* regarded ice as a fantastic treasure worth hauling halfway across our Solar System to terraform their homeworld, Mars. Keith Laumer is remembered for his stories about Bolos, terrifyingly powerful combat tanks that could even become self-aware; one of these could be the ultimate treasure for a hard-pressed military force. The heroes of Ayn Rand's *Atlas Shrugged* hunted for a secret engine that ran off the static electricity in the atmosphere, providing unlimited clean industrial power. Even a casual afternoon of fishing in the science-fiction sea will bring in a fantastic catch with which to feed your heroes.

Other game systems: If you want material for turning on your creative juices, just locate the "treasure tables" in any role-playing game, science-fiction or not, and copy them. Start brainstorming, using free association or any other creative technique you can think of, to turn these unusual valuables into riches your PCs will long remember.

The following are some examples of treasures that you can find in various role-playing games. Each gaming source is followed by a list of specific sample valuables, both skills and items, detailed in these rules. I'm including skills because they're valuable and, unlike normal material items, you can't misplace them; see the section later on called "Not All Is Golden." All of these sources were selected because they were easily adapted to science-fiction role-playing games of all sorts. All you need is a little time and creativity, and your players will go wild.

Note: The examples do *not* list every sort of item that a game or supplement offers. In some cases, only a few things are listed out of the vast number described. By all means, if a listing of skills and items looks intriguing to you, get a copy of those rules and adapt it to your campaign.

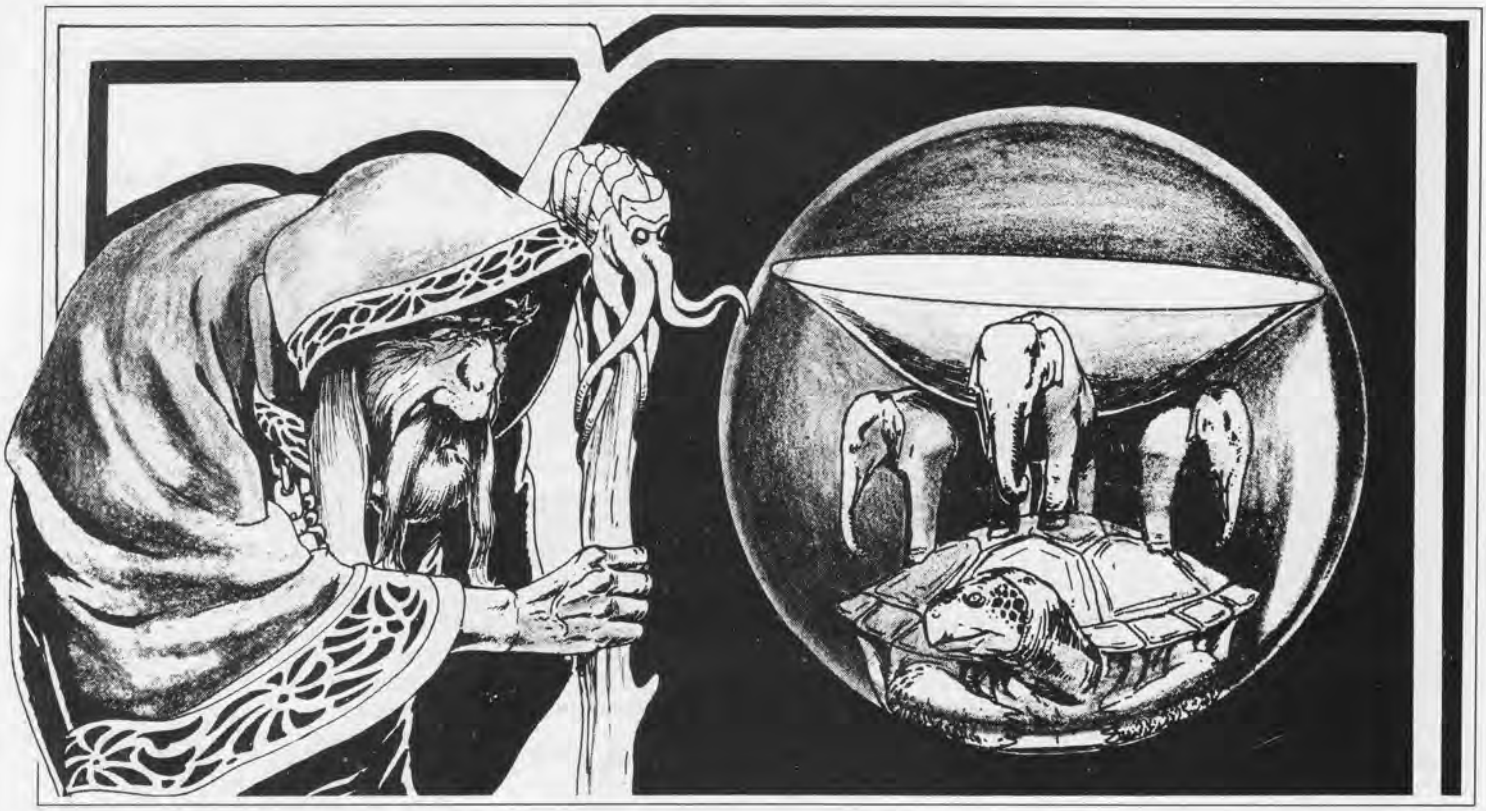
And: Forgive the use here of only TSR™ games; they were the ones most easily available to me. There are at least a dozen sources of treasures in other science-fiction, espionage, and related role-playing games; a future column might list them. These examples should give you a good start on your search for more goodies.

TSAC1 *G4 File: Guns, Gadgets, and Getaway Gear:* This is a collection of equipment for the TOP SECRET/S.I.™ game, including surveillance gear, communication devices, body armor, near-future space exploration equipment, civilian and military firearms, close-combat secret weapons, explosives, top-secret formulas and projects, martial-arts weapons, unconventional weapons, and civilian and military aircraft, land vehicles, and boats. Everything here is or could be made by 1991 Western technology.

Examples: electric shock prods, infinity microphones, voice stress analyzers, wristwatch cameras, revolver cameras, body chemistry collectors, radioactive trace powder, bomb detectors, edible paper, truth drugs, recoilless Uzi submachine guns (for zero-G space use), dart guns, tasers, cigarette guns, chemical ammunition, motorcycles, hang gliders, hovercraft, attack helicopters, and specific makes of civilian cars.

TSAC5 *Commando:* Another TOP SECRET/S.I. game supplement, this focuses very heavily on covert military operations, with lots of emphasis on special forces and antiterrorist units. The game offers a number of new skills valuable to any military character, and gives details on lots of military equipment, much of it illustrated. Virtually all of this material exists in the real world today.

Examples: training in counterinsurgency, counterterrorism, silent killing, tank gunnery, sniper-rifle use, atomic demolitions munitions, disguise, forgery, lockpicking, rappelling, and HALO jumps (a parachuting technique). Also: sniper rifles, combat shotguns, assault rifles, numerous ammunition types (including tracer, armor-piercing, incendiary, and "flash-bang" shells), riot and combat grenades, explosives, and fuses, atomic demolitions ("backpack nukes"), luminous tape, pocket altimeters, climbing gear, ghillie suits, military commando clothing (listed



down to the underwear and socks), starlight scopes, gyro-stabilized binoculars, portable sonar devices, satellite-link communicators, SCUBA gear, seismic sensors, airfoil parachutes, and underwater telephones.

SFAC3 *Zebulon's Guide to Frontier Space:* The last supplement produced for the STAR FRONTIERS® game, *Zebulon's Guide* contains a great many new skills for law-enforcement officials, technicians, scientists, and explorers. A variety of striking and unusual high-tech weapons, defensive suits, computer hardware and software items, security devices, vehicles, survival gear, and medical devices are also offered. The section on computer skills, programs, and hardware is particularly extensive and detailed.

Examples: training in analyzing ecosystems, animal taming, archaeology, bionics, body speak, camouflage, bypassing or defeating security computers, computer programming, cybernetics, alternate energy engineering, nuclear engineering, exobiology, forensic medicine, hypnosis, matter transferal device operation, medical diagnosis, politics, robopsychology, security systems, and stealth. Also: minipowerclips, gyrojet ammunition, silencers, swing-arm rifle mounts, seven types of detonators, grasshopper mines, leap frog mines, electrostunners, acid sprayers, flamethrowers, maser weapons, proton-beam weapons ("rafflurs"), heavy-ion-beam weapons ("bolt guns"), micromissiles, hand-held multi-launch tube clusters (missile launchers), tornadium unidirectional shaped charges, six types of grenades (including dusk, flash, foam, sonic, and infra), eight types of foam grenades (including chemical defoliant, dye, extinguishing, and slick), recognition grips on weapons, 10 types of missile warheads, multifunction helmets, light-bending ("light shift") power screens, body computers ("bodycomps"), and full body scan security locks.

GW6-10 "Alpha-Epsilon" module series: These five GAMMA WORLD® 3rd Edition game modules were the most detailed and ambitious of all GAMMA WORLD modules. Of special interest here are the Random Loot Tables, favorites of GAMMA WORLD game GMs. Each of these tables had up to 100 items that could be found in the ruins of post-holocaust Earth by adventurers. (Note: The table from GW7 was repeated from GW6.) Interesting collections of items can be created by rolling 1d100 a few times on any of these tables.

Some of the items are wonderful, and others are simply weird. They are useful in survival-oriented scenarios in which every little bit of technology the characters find might be a treasure beyond measure, allowing the characters to live. (A gallon of water is worthless to most of you reading this, but if you happen to be lost in the desert, you'd probably offer a lot for it.) These tables are great for fleshing out ruins, disaster areas, etc., but they also work well in detailing the contents of bases, starship lockers, flea markets, small cargo holds, warehouses, and so forth. Descriptions of some items are found in the modules, others are in the GAMMA WORLD 3rd Edition game rules, and some are left to the GM's imagination.

Additionally, some of the mutant creatures in these modules could be adapted into many campaigns as valuable pets, laboratory or zoo specimens, guard animals, and so forth—another sort of treasure (if the guard animal doesn't eat you before you tame it).

Examples: hearing aid with permanent battery, large book of military tactics, two all-weather sleeping bags,

one set of crystal goblets, lexicons of mutant languages, complete set of all AD&D® game volumes (63 books—ha, ha, ha), 1,000 meters of coiled nylon rope, a five-man inflatable raft, a gallon of marshmallow syrup, a laser torch, a latex mask of a ghoul, two small alarm clocks, ultraviolet/infrared goggles, robot repair tools, and a completely frozen wild robot.

Note: GMs lucky enough to find the GAMMA WORLD® 1st Edition game rule book (with the gray sketched-out cover of four men entering a ruined city) will also find the original "Treasure List" table on pages 55-56—another 100 items to roll for! These include some very amusing and peculiar items for the GM to elaborate on to his heart's content. What's a Togulen machine or a T5-3 Semplia module, for instance, and what the heck are Mygnyl Chorts ("still fresh in plastic packets")? You decide!

The GAMMA WORLD 2nd Edition game rules had a Loot Table that had entries for ruins and for installations (Adventure Book, page 31). Most of the items on that table were futuristic devices for the GM to flesh out, such as the laser scissors, mediscan ball, and neomylar labcoat (with the Mygnyl Chorts making yet another appearance).

GMs with the GAMMA WORLD 3rd Edition rules should consult the Rules Supplement included with the later printings of the boxed set. Numerous bizarre robots, vehicles, and weapons are included in addition to those already given in the earlier sets.

FORGOTTEN REALMS® Adventures: Yes, I know this is an AD&D game volume. But take a look at pages 129-146 ("Treasure"), then photocopy (for personal use only) them for your game. If you ever want a spur-of-the-moment coinage system for a low-tech planet, you've got a bundle of ideas here. The extensive listing of gem types is priceless in itself and could be adapted into any campaign. You also get a table of 100 highly detailed art objects that also lends itself to use in many science-fiction games with slight adaptation. You could fill a museum, an art gallery, an archaeologist's workshop, a jeweler's safe, a smuggler's cargo bay, a thief's pockets, a noble's dressing room, a dilettante's living room, and a barbarian's loot sack; don't pass them up!

Examples (from "Art Objects"): a silver belt buckle with a flaming sword emblem, a gold cup set with emeralds, a noble's death mask made from beaten gold, a bell made from rose crystal, a bronze scepter set with gems and silver, a golden crown with a giant amethyst, and a crystal perfume bottle (prices in gold pieces are given in the tables).

Note: For further low-tech items, see the original AD&D game's *Dungeon Masters Guide,* Appendix I, "Dungeon Dressing," pages 217-219. Long lists of interesting material goods from barbaric cultures are given here.

Gamer's Handbooks of the Marvel Universe: Characters in the MARVEL SUPER HEROES game have lots of exotic devices with which to fight or commit crime. Many of these items are probably too bizarre for "hard" science-fiction games, but this source is certainly worth a look.

Examples: The archer-hero Hawkeye uses a wide variety of special arrows that have acid-carrying or explosive arrowheads, can entangle foes, can carry cable long distances, can do electrical or thermal damage, release tear gas or smoke clouds, have rocket propulsion for more range, illuminate areas with flare heads, and produce sirenlike noise. (I'd write down all the things that Iron Man's armor can do, but I lack the space here. Check it out, but don't give it away whole! Pick out some of its powers and graft them onto a powered-armor suit or normal spacesuit.)

Real life: Finally, what's valuable to you and to other people in real life? I took a walk through a shopping mall recently and noted things like stereos, books, pets, toys, laptop computers, movie videos, gourmet foods, home appliances, flashy clothing, and camera equipment. Take a notebook around with you for a week and write down some of the things that science-fiction characters might be happy to find. You might be amazed at how much you'll come up with.

Not All Is Golden

There are also certain kinds of treasure that many players would not stop to think of as treasure—or even as valuable at all. This kind of treasure consists of intangible things that can be just as important as gold and guns. Some examples of such valuables are given here.

Information: Most information is seen as a means to an end. You collect clues and hints to get to the end of an adventure and get "hard" treasure, like cash. But data can be more precious than any gem. What price can you set on a book that describes strategy and tactics to be used in space warfare? What about a computer file listing the location of three potential colony worlds, none of which have been reported to an interstellar authority? A file showing the location of enemy satellites in your home system's asteroid belts, a televised recording of a secret criminal meeting, a cryptic map showing the place where an ancient spacecraft crashed into the sea, a coded set of papers describing a new industrial process—all of these items have value far beyond their immediate appearance. If this information isn't directly valuable to the characters who find it, it could be worth enormous sums of money to the right buyers.

Even less dramatic information could be valuable to someone else, if not to the PCs. Every adventure is filled with news, rumors, clues, intelligence reports, gossip, warnings, discoveries, hints, legends, tales, and advice that can be passed along—for a price or to strengthen a bond of friendship or alliance—to other interested parties. Rumors and tales that might lead to riches and adventures would obviously be the most valuable items of the lot.

Health: As the result of an adventure, the characters might find medicines, medical equipment, or special exercise and diet techniques that improve their physical or mental health. Old injuries might be cured, diseases might be conquered or avoided, and ability scores like strength, intelligence, endurance, and the like might be improved. Replacement body parts might be gained. A character's lifespan might be prolonged by many years. The benefits of this sort of treasure should be long-lasting, if not permanent (until death, that is).

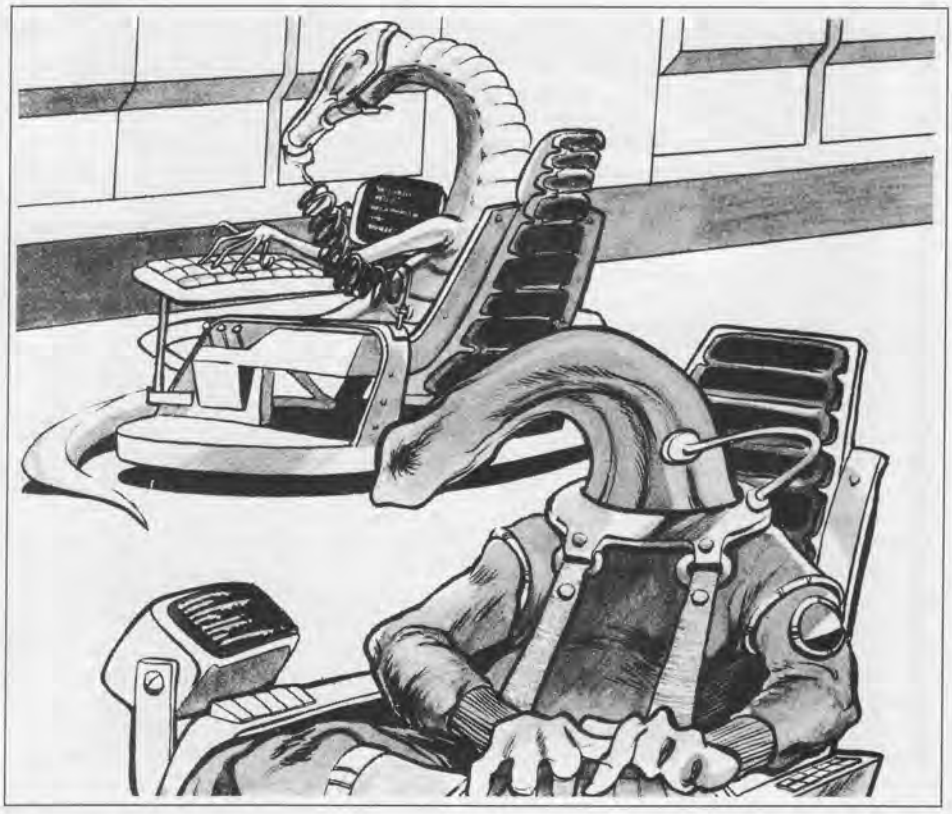
Allies: This category includes anything from a politely friendly bartender to a passionate lover, with a staunch combat buddy in between. Making friends and keeping them is surely one of the most underrated treasure sources in role-playing games of any sort (it's rather underrated in real life, too, but that's beyond the scope of this column). An ally can offer you free or cheap information, safety and shelter, love and comfort, entertainment and good times, and even (gasp!) employment. The man you rescue from pirate slavery might be a prince who will always cut you a good deal from his government. The woman

whose stolen goods you recovered might have many contacts herself, and thus be able to pass along hot tips on money-making missions and jobs. The corporation that was aided when your group unmasked a smuggling and spy operation within its ranks might offer you first choice of special freelance contracts. The government that came to power because of the arms shipment your group smuggled to it might declare you heroes. Though the value of an NPC ally can only be determined by the GM, never underestimate the worth of a friend or a favor owed.

Memberships: Player familiar with GDW's *Traveller* and *MegaTraveller* games will recall that one reward gained by some adventurers was membership in the Traveller's Aid Society, an interstellar group offering lots of benefits to those within its ranks. Any number of interstellar or planetary organizations might grant similar benefits. Buyers' groups could offer reduced prices on needed equipment; traveler's groups could offer reduced hotel rates, rescue services, breaks on maintenance costs (like a spacegoing AAA); dining clubs could offer reduced food costs and a regular chance to attend gatherings and parties where any number of rumors and contacts can be found. The GM should create a number of suitable "space clubs" in which the heroes can win membership for their actions.

Home: Another of the most underestimated rewards of adventuring, a home can be a land grant on a paradise world, a secret base built into an asteroid, a condo-like apartment in a skyscraper, a cave system where arms and supplies can be cached, or any other relatively permanent place of security and shelter. The home can be a gift, a prize won by right of battle, or a possession purchased from reward monies. Adventuring characters might wind up with homes and families scattered across several star systems (even assuming one home and one family per character).

Status: Status and fame are two of the most elusive of the intangible rewards of adventuring, and they can be two-edged rewards at that. Status and fame can bring good reactions from everyone the PCs meet—everyone except their new enemies, of course, who because of jealousy, revenge, or other motives now desire to harm the PCs. Still, the high opinion of others can count for a lot (see "Allies"). This category also includes "infamy," where criminals are concerned, but even a crime boss can have a lot of status in the right parts of the galaxy.



Power: "Power" here means the ability to order something to be done by other beings and see it done. Military, political, corporate, or religious power can be a mighty reward just in itself. Positions of leadership of management should be carefully examined by the GM for potential abuses in the game, but they can make fine rewards to the right person (or alien).

Education: Training that improves a character's skills is an extremely valuable reward to some PCs. A teacher or school might be found to boost a character's piloting or survival skills, or free tutoring in combat arms might be gained as a direct result of a successful mission (or even as a normal part of the character's duties, if he is part of a military or police force).

Vacation: Now we come to "time off." PCs who are part of military groups and other organized forces might be granted R&R dates at any number of recreational places, the limits to which can only be explored by your imagination. This option might not give your character any direct gaming benefit, but it's great for those who love to role-play!

Everything else: What other sorts of bizarre or intangible rewards may be gained? Freedom might be granted to enslaved, indentured, imprisoned, or debt-ridden characters who manage to throw off their chains through cleverness, sweat, and blood. Acceptance might be sought by characters who are persecuted for their race, color, beliefs, religion, or sex. Survival is a sort of reward, perhaps the most basic of them all, though it helps to gain something more than that at the adventure's end. Danger might even be its own reward to thrill-seeking characters who care nothing about material benefits, wanting only to pit themselves against the worst the universe can throw at them. Sometimes the best rewards are those you can't stuff in a bank.

Remember to mix tangible and intangible rewards on every adventure. Money and fame are nice, but they go best hand in hand.

If You've Got Too Much

Your adventurers discover a derelict space freighter, defeat the alien monsters aboard it, and now own the ship and all the things aboard it. What can you do with your cargo of booty?

Adventurers might come across large

caches of cargo or supplies and have no intention of putting any of it to their own personal use. They often ignore the potential value of large amounts of clothing, armor, weapons, tools, food, equipment parts, raw materials, and other produce, preferring to focus on small, easily carried items like coinage or individual weapons. What did they miss out on?

Donation: Large amounts of valuable items may be donated to allied friends, families, corporations, colonies, armed forces, nations, charities, underground groups, or other organizations. If the characters have numerous friendly contacts across space, they can strengthen those bonds and gain favors and power by handing over the things they don't want or need. Picture the reaction of a poor mountainous nation if the adventurers drop off 5,000 suits of cold-weather clothing that the characters took from a captured pirate craft. The PCs might be welcome here for decades afterward, especially if they continue to bring things by.

This tactic works best for characters who have specific groups that they wish to support in any way possible. One PC might want to find weapons and equipment for a rebel group on his enslaved homeworld; another might want to ship goods to her poverty-stricken home nation; a third might be donating goods to his girlfriend and her family on yet another world; a fourth might develop an attachment to a struggling colony on a frontier world, and she might hunt for items to make life easier there.

Trade/barter: The "I'll give you this object for that object" routine works well when the buyer lacks cash or has an item that you want just as much as the buyer wants the item you're selling. This works very well in informal situations, often between friends and allies, and very often in primitive cultures.

Resale: Obviously, you can take all the extra valuables your characters have acquired and simply sell them to any buyer you can find for as much as you can get. If your character is selling an illegal or stolen item, he can check out the local black market. Dropping off items at pawnshops, flea markets, auctions, and other buyers' groups should be another option. Everything has *some* value.

My Last Two Cents

If you don't already place treasures of some kind in your campaign, try introducing them slowly, bit by bit. If some of the players pick up on it, then make new treasures a regular part of each game. Once more: Don't overdo it. You can always make poor characters happier by giving them a few valuables, but you can't make a rich character happy by taking his valuables away.

The best treasure of all, of course, is the enjoyment the players get from being in your campaign. It is hoped that this material makes that treasure all the brighter. ❑

Letters

Continued from page 5

ventions, or hearing "That was a great tournament" and other positive comments. More so than most, the comments are negative. But, again, that is good to hear, more or less. That tells us what we are doing is right or wrong. In this way we can better the RPGA™ Network in your area.

Anyway, with that out of the way, let me tell you of a few things going on, or not going on, for that matter. In Arizona, Dave Babbitt has broadened the scope of the RPGA Network by forming "The AZ Guild" Network club. The address is 5106 W. Croeus, Glendale, AZ., 85306. Also, he has branched out and is running Network events at several conventions, large and small—one of which runs in the hallways of a shopping mall from what I understand.

In Northern California, Chris McGuigan has formed the Network club known as the "Pacific Quest Masters." You can contact them at 2010 Hillside Drive, Burlingame, CA., 94010. Chris also has branched out and added the Gamescaucus convention to his list.

In Southern California, Anthony Renauldo is building up steam by establishing the club "A.R.C.A.N.E". This is a club formed around the new Retailer Membership Program and is based out of the Wizard's Workshop. For more information, you can contact them at 2553 F Palmdale Blvd., Palmdale, CA., 93550. With the help of transplanted Steve Hardinger, Network events are being expanded at all Los Angeles-based conventions.

Another club formed is called "Only for The Truly Outrageous." Members interested can contact myself at 392 Hawaii Way, Placentia, CA., 92670. We meet in Garden Grove when my convention schedule will allow.

I'm still waiting for ideas for Washington, Oregon, and Nevada. I've got a few pokers in the fire, but only time will tell.

In closing I must point out one thing that a few members do not get a chance to know, witness, or understand. In issue 61 of the Newszine, Chris Schon wrote an article about his exploits during a GEN CON® Game Fair excursion. This documentary has not been overdramatized for effect—believe me. Going to a GEN CON Game Fair is truly an experience, in more ways than one. Being a volunteer allows you to see what goes on behind the scenes and get a look at things unimaginable, compensating for the endless duties a volunteer signs up for. So, do not underestimate GEN CON Game Fair. It is not just another convention. It is an event in itself, and anyone who plays games should go there at least once. After that, you will become hooked, and whether or not you have the funds, you will be mysteriously drawn back year after year. I think that this is the reason that Jean's spells are as effective as they are. It's because everyone is already at a −4 due to the GEN CON Game Fair bonus. And, yes, "Hotel Skip" and "The Ugly Maid" do exist. They are real. Just keep saying to yourself, "It's only Wisconsin," then tap your heels together three times while uttering "There's no place like home."

So with that, this wraps up this installment from the West Side. Until next time, this is your Regional Director signing off.

Gary Haynes
Placentia, CA ❑

CAT-A-CLYSMIC!

There's nothing mousy about the new AMAZING® Stories: a full-size magazine format, with full-color artwork that will make you paws—and stories, reviews, and articles that will leave you feline good about what you've read. Each monthly issue is 96 pages, packed with the best SF and fantasy short stories and other features.

For a sample copy, send $5.00 to the address below—or drop us a line, and we'll send you information on how to subscribe.

AMAZING® Stories
P. O. Box 111
Lake Geneva WI 53147

AMAZING is a registered trademark owned by TSR, Inc. Copyright ©1991 TSR, Inc. All rights reserved.

Classifieds

General: I'm a 17-year-old player/DM who is looking for pen pals interested in the AD&D® game. I am also looking for miniatures so I can create a chess set. And I am searching for AD&D games for my IBM. Please reply to: Charlie Tackett, Box 964 Neon, KY 41840.

General: I am a 16-year-old male gamer. I mostly play the D&D® game, but would like to play the AD&D game. I am looking for a pen pal around the same age who is interested in the same games. I prefer female pen pals, but will also respond to male gamers. I am also looking for gamers in Southern Texas. If you would like to get together, contact: George Cavazos Jr, P.O. Box 154, Orange Grove, TX 78372, or call (512)384-2890.

General: Trading—I am looking to trade "Monster in my pocket" and TSR AD&D game cards. Your list of cards wanted and cards to trade will get you the cards I can supply and a list of cards I would like in return. I will also sell cards for 10 cents each. Please write: Douglas Jeffery, Larch Rd., R.R.#1, Telkwa, B.C., Canada V0J 2X0.

General: ATTENTION—are there any D&D game DMs out there who would like to correspond about the Known and Hollow Worlds? ALSO, I have many gaming items for sale—D&D game Basic, Expert, Companion, Master, and Immortals boxed sets. All in good condition. Write to: Robert Cannon, 1 Herbert Rd, Ballsbridge, Dublin 4, Ireland, or call (01)680699.

General: I am trying to contact an (ex?) member by the name of Brian Seitz from Jessup, MD. If anyone could please let me know his current address, I would be very grateful. Even Dembskey, 24 Vincent Rd, Rosettenville-ext, JHB TVL, 2197, RSA.

General: WANTED—issues 1 to 39 of DRAGON® Magazine. Please list issue number, condition, and a reasonable price. Contact: Jim Hoeft, 1140 Oakdale, Apt. #3, Chicago, IL 60657.

General: I'm a 21-year-old male gamer looking for a pen pal, especially someone who is interested in the AD&D game and Japanese culture. Please write to: Hironori Seto, 31-2, Miwapapi 5 chome, Higasi-ku, Fukuoka-Si, Fukuoka, 811-02, Japan.

General: Is anyone interested in a low cost, arena style fantasy play-by-mail game. My friends and I have created a working system in Turbo Pascal which simulates arena battles. We are not out to make a profit, just cover the expenses. Please write to: Brett Stauffer, 131 Hopewell-Wertsville Rd., Hopewell, NJ 08525, or call (609)466-8872.

General: I am looking for out of print items for the AD&D game and the D&D game. I'm also trying to find issues of DRAGON Magazine, DUNGEON® Adventures, and POLYHEDRON™ Newszine that are no longer available in mail order. If you have any ideas or are willing to sell these items, please let me know. I have to do everything by mail. Please send information to: Sgt. Robert L. Wilbey II, 40CG/DOA, PSC S4, Box 1294, APO AE 09601.

Network News

GEORGIA: Dragon Con 91 was held in Atlanta last July. There were 30 different role playing events. Plus, there were lots of miniatures, board games, computer games, and your normal convention activities (dealer's room, guests, costume contest, con suite, parties, etc.). There were five different RPGA™ Network events, all of which were heavily attended. The top judges were Joey Masdon (again) and Sherrie Miller (second). The winners of the Master events were Seretha Masdon (there is that name again) and Mike Capps (second). Fourteen new members joined the Network, along with one large dealer in the Atlanta area. In the South we might not have as many members as in the North, but we are growing. I would like to invite everyone down for next year's Dragon Con '92 on July 17-19. I already have an original Living City two-part tournament planned and a benefit by a DRAGONLANCE™ campaign author is in the works. As always, I am looking for more DMs and tournaments. Write me for more information. Mark Liberman, 3600 F. Riverwood Ln., Roswell, GA 30075.

MARYLAND: As Regional Director of Maryland and Washington D.C., I would like to announce that member Lisa M. Menery made a perfect score as a player in "Minor Magic" at Castle Con 4, 1991—Andrew Martin.

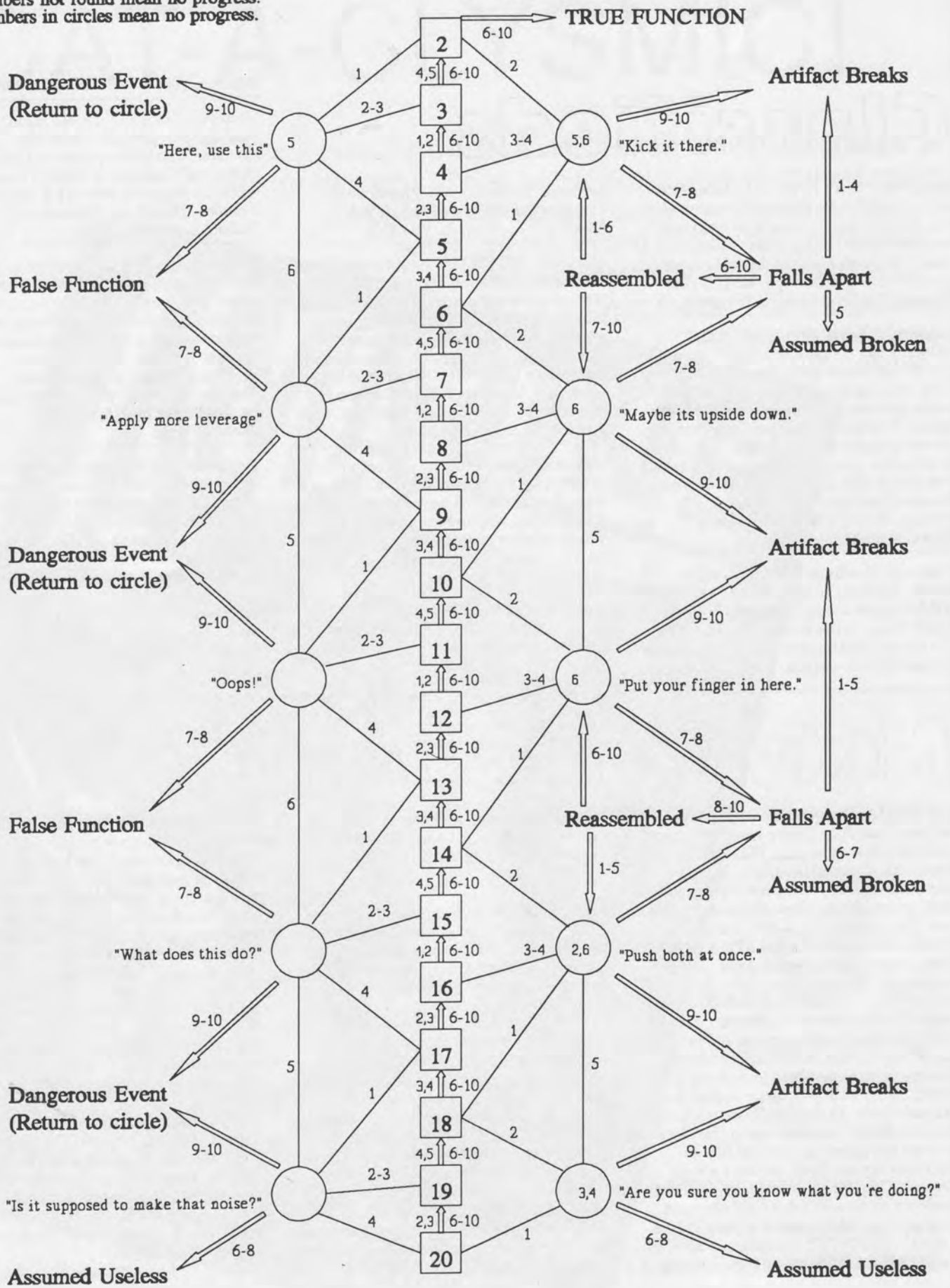
CONNECTICUT: I stayed at the Danbury Hilton for ConnCon. This being my first convention, I was excited. I was also excited about GMing my first event. It was scheduled the following morning at 7:45. It was around midnight when I finally got to sleep. Then, at 2 a.m. the fire alarm went off. First you heard a man yelling, then a woman. We were not sure if we were going to live to play the GURPS tournament the next day. There was no fire, but boy was I tired the next day—Nicholas Falzon.

CONNECTICUT: This past summer was the time for celebration in the Northeast, as one of the local RPGA Network members, formerly well off monetarily, is now broke and pays taxes. Wayne Straiton has just bought a condominium. A raucous keg party was thrown. Several Network club members were in attendance, including the Nor'Easters, Travellers Unlimited, and Rathskeller Gamers. Let's all wish Wayne good luck in his new home and good luck explaining the party to condo management. Ask him about his moon roof—Clinton C. Tate III.

MILWAUKEE: Date: August 11, 1991. When: 1:46 a.m. Where: The Safehouse. Who: Darwin Bromley of Mayfair Games, Fitzroy Bonterre of West End Games, Marty Stever of Capitol City, and the wild women of Mayfair. What: All doing the Time Warp. You had to be there—Gary Haynes.

Roll d10 to move along chart.
Numbers not found mean no progress.
Numbers in circles mean no progress.

Use Artifacts Diagram



Classifieds

California: I am starting an AD&D® game club in the Malibu area. Small membership fee will be required. Call me at (213)457-7849. Ask for Sean.

California: I am looking for players and DMs for the AD&D game in Northern California. Please contact: Roy Lane, 2824 Lanning Ave., Redding, CA 96001, or call (916)243-2336.

Connecticut: I am trying to start a large gaming group in and near New Haven County. If you are interested in joining a group, please get in touch with me by sending a SASE and a letter containing the following information—your name, age, phone number, the games you play, and any talents you think would benefit the group. Send to: Kevin M. Crisci, 7 Chapman Ct., North Haven, CT 06473.

Indiana: I'm in college, and I have no gaming group! If you live in the Vincennes area, please contact me. I'm talented in several different games. Write: Tai Williamson, 306 Vigo Hall, Vincennes University, Vincennes, IN 47951.

Indiana: I am a 23-year-old male who hasn't played the AD&D game for about five years. I am interested in getting back into it, preferably with others my age in the Fort Wayne area. Please contact: Steve Schaefer, 4711 Winterfield Run, Fort Wayne, IN 46804, or call (219)436-0019.

Kentucky: Fairly experienced player/GM looking for gamers in the Louisville area. My wife and I are interested in playing the AD&D 2nd Edition game. I am willing to start a new group. Write: Philip Walton, 12522 Live Oak Drive, Louisville, KY 42403.

Main/New Hampshire: 15-year-old gamer looking for other gamers in the North Conway, NH, or Bridgeton, ME areas. I play the AD&D game, GURPS, and several other systems. I am interested in learning other games. Contact: Robert Devereux, RR1, Box 100, Denmark, ME 04022 or call (207)452-2628.

Michigan: RPGA™ Network club forming in the Detroit suburbs. We play just about any game, specializing in the AD&D game and Battletech. Contact: Michael O'Connor at (313)561-1038.

New York: A serious 15-year-old gamer seeks other mature players/GMs in the Rochester area. I play both versions of the AD&D game, Car Wars, MARVEL SUPER HEROES, Shadowrun, and others. I am willing to join or help start a club. Please contact: Jason McGee, 425 Hague St., Rochester, NY 14611. Or call (716)464-0787.

New York: I am looking for gamers in the Warren County area who like to game for the purpose of role playing, not solely character advancement. I play AD&D 2nd Edition game, D&D® game, TOP SECRET/S.I.™ game, and MERP. I am also interested in learning new systems. Please call (518)494-3547 between 5 p.m. and 10 p.m. or write to: Todd Stoops, P.O. Box 446, Chestertown, NY 12817.

New York: I'm looking for gamers in Wayne County. I live in Sodus and DM/play the AD&D game. I also play Car Wars and the TOP SECRET/S.I. game. I have one other player, but I am looking to start a group of six to eight players. Contact: John LaComba, 5 Orchard Park, Sodus, NY 14551, or call (315)483-9588.

Pennsylvania: Adult AD&D game players and DMs wanted for gaming in the suburban Philadelphia area. Beginners are welcome—we'll be more than happy to teach you to play. Write Sandie Weissman, 364 Keswick Avenue, Glenside, PA 19038, or call Sandie at (215)886-5634 or Murray at (215)887-6267 between 10 a.m. and 10 p.m. If no one's home, please leave a message on the ever-popular answering machine.

Tennessee: Looking for players and judges in the Gibson County area. Prefer those experienced at the AD&D game, MARVEL SUPER HEROES game, and Palladium systems. However, anyone willing to learn new games is welcome. I'd also like pen pals to discuss recent role playing game developments. Write to: John H. Goins, 3112 Ennis St., Milan, TN 38358.

Texas: I am a 35-year-old player seeking mature gaming groups in the Dallas area. I play both versions of the AD&D game, and I am willing to learn new systems. Please call on weekends—(214)348-9171. Ask for Lee.

Wisconsin: I am an 11-year-old boy looking for D&D game players in the Madison area. If you are interested, please call or write: Andrew Moroz, 7236 E. Valley Ridge Dr., Madison, WI 53719-2354, or call (608)274-9618.

General: New Timemaster Training Module Now Available! A nuclear war in 1970 has spawned a Time Wave that threatens the very existence of the Time Corps. Find out how by playing "Miss Him, Miss Him, Miss Him," available from 54° 40′ Orphyte, Inc. P.O. Box 2108, Naperville, IL 60567-2108. $8. MC and V accepted. 10% RPGA Network discount.

General: I have many TSR Collector's Cards to trade or sell. I prefer to trade, but I might sell. For my list, send your list of Wants and Haves. I also have many duplicate back issues of DRAGON® Magazine to sell at face value, none earlier than #100. I have about 10 to 15 of each issue, but cannot guarantee availability. Send want list to: N. Mark Kassouf, 12767 Royal Ave., Grand Terrace, CA. 92324-5821. Self-Addressed Stamped Envelopes are appreciated.

General: Pendragon Art! Professional fantasy artist wants to sell original full-color oil and acrylic paintings designed for role playing magazine covers. Dragons, trolls, warriors, wizards, and other figures available. Contact: Pendragon, 3364 Kathy Drive, Pittsburgh, PA 15204.

General: Relentless gamer wishing to expand horizons. I am looking to buy Lords of Creation role playing game and accessories. I am always looking for new gamers. Call or Write: Jim C. Davis, 8144 N. 33rd Ave, Apt. 137, Phoenix, AZ 85051, or call (602)841-5214.

General: For Sale: role playing game materials for the D&D game, AD&D game, Teenage Mutant Ninja Turtles, and Rolemaster. I also have some out-of-print items in good condition. For a list, write; S. Nimmo "Bethune," Butchers Lane, 3 Oaks, NR Hastings, E. Sussex, TN35 4NE, England, or phone (0424)812777

©1991 TSR, Inc. All Rights Reserved.

RPGA™ Network Headquarters
P.O. Box 515
Lake Geneva, WI 53147

Bulk Rate
U.S. Postage
PAID
Davenport, IA
Permit No. 291

Issue #67, *Featuring*

- **Monsters!** Nine new beasties for the AD&D® game await your intrepid adventurers.
- **The Living City** The Sigil of the Silent Night offers protection—for a price.
- **Broken Photocopiers** Here's a sneak preview of the new edition of the GAMMA WORLD® game.

If your mailing label reads "Exp 01.92" this is your last issue. Renew today!

RPGA™ Network Europe Branch
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

RPGA™ Network Australian Branch
P.O. Box E271 Queen Victoria TCE
Barton ACT, Australia 2600